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9

VOLUME IX.

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INDEX TO VOL. IX.

THE CHESS WORLD.

May.—London Chess Tournament for first class players and score—Oxford and Cambridge Match and score—City Club (Knight Class) v. Chelmsford Club and score—Dittov. Athenæum and score—Bedford v. Shaftesbury and score—Lord Lyttleton—Huddersfield College Magazine Problem Tourney and rules—La Stratégie Tournament prize distribution — American Chess Tourneys, New York and score—Philadelphia and Boston—Chess Record and Messrs. Bird and Mackenzie's scores — Telegraphic Match.

June.—London Chess City Club v. Athenæum and score—The International Chess Club — Croydon Chess Club Annual Meeting—Mr. John Hope—Cambridge University Club, Election of Officers—Huddersfield College Magazine—Mr. W. J. C. Miller—West Yorkshire Chess Association, Annual Meeting, result of the tournaments — Hull Church Institute Club, Annual Meeting — Hull Chess Club v. Hull Church Institute Club—Grimsby Club v. Barton ditto and score—Grimsby Club—Marriott v. Stevenson—City and County Chess Club, Dublin Tournament — La Stratégie — The Schachzeitung — American Congress — New York Tournament — The Weekly News of Auckland — Philadelphian Chess Record Regulations.

July.—The House of Commons and Chess—The City Club — Bristol and Clifton Handicap Tourney—Counties Chess Association, annual meeting and list of prizes of the proposed Tournaments—Shaftesbury v. Jewish Working Men's Clubs—The Hull Church Institute, presentation to Mr. Palmer—The Newcastle Courant and Derby Gazette—Mr. Jas. Pierce on Power of the Chess pieces—La Stratégie—New Review of Chess — American Chess summary.

August.—Herr Lowenthal—Mr. Gastineau's garden party — City Club v. Bermondsey and score—Mr. Potter—Working Men's Club competition—Newcastle and Gateshead Club—La Stratégie—German Chess—American Chess—The Committee of the Centennial Congress and the Westminster Papers—The Cleveland Leader and Chicago Tribune — Detroit Free Press Problem Tourney — Mr. Townshend's Problem, Solution of.

September.—Counties Chess Association at Cheltenham—Provincial Championship and scores —Death of Mr. Collins — Mr. W. T. Pierce and Problems—Proposal for handbook by Mr. Pierce—Mr. C. E. A. Dupré's problem—The Indian problem — American Chess — The National Congress Tourneys and score—The New York Clipper — The American Chess Monthly.

October.—The City of London Club and Mr. McDonnell—The St. George's Club—Provincial Chess—Chess Association in the West of Scotland—Death of Dr. Fraser—Huddersfield College Magazine and problem — German Chess—Central German Chess Association. Tournament and score—Herr Minckwitz—West German Chess Association, 10th Congress Tournament and prize problem—American Centennial Chess Tournament and score—The Centennial Tournament—Mrs. Gilbert of Hartford and Mr. Hood—The American Chess Journal—Lima Chess Club.

November.—English Chess — City of London Club reunions—The Chess Players of Burton —Chess in Hull — Church Institute open tournament — Hull Church Institute and Grimsby Clubs—Grimsby and District Clubs, Annual Meetings and Election of Officers—Sheffield Athenæum Chess Club — West of Scotland Chess Association Meeting—Amateur Chess — La Stratégie — Russian Chess — M. Tchigorine v. Amateur— American Chess—The Centennial Problem Tournament—The American Chess Journal—The American Centennial Tournament and score—Biography of Theodore Morris Brown—Problems by Theo. M. Brown—The Lebanon Herald problem Tournament.

December.—Sale of Herr Lowenthal's library—

Chess—continued.

Metropolitan Chess—The Illustrated Sporting and Dramatic News—City of London Chess Club annual handicap—Electric v. Athenæum and score—Hull Church Institute v. Grimsby and score—Newcastle and Gateshead Club—Cambridge University Club — East and West of Scotland match—Glasgow News of the week—Inverness Chess Club, Election of Officers—The City and County Club Match—American Chess—The New York Clipper Centennial Tournament and prize award—Centennial Problem Tournament and Problems.

January. — Metropolitan Chess — St. George's Club, v. West End Club and Score — St. George's Club Tournament—Wayte and Minchin Match—Minchin and Lindsay Match—Lindsay and Salter Match — St. George's Club Sweepstakes Score—H. A. Kennedy and the St. George's Club—Mr. Macdonnell at the Quebec Hall—Herr Zukertort and the West End Club — City Club Handicap Tourney—The City of London Magazine Problem Tournament and Mr. H. J. C. Andrews—International v. Gresham Match and Score—Shaftesbury v. Athenæum and Score — Shaftesbury v. Bermondsey and Score—Electric v. North London and Score—Professor Wayte at Cambridge — Chess Meeting in Louth, proposed tournament and conditions—The re-establishment of the Manchester Club—Church Institute v. Catholic Institute and Score—Church Institute v. Young People's Institute and Score —Hull Club v. Grimsby and District Club and Score—Catholic Institute and Young People's Institute—The Huddersfield College Magazine — The Amateur World — The Derbyshire Gazette — Problem by Mr. F. Thompson — East v. West of Scotland Match and Score—La Stratégie suicidal Problems — American Chess—Mr. Bird and the Brilliancy Prize—Chess Problem by T. Henderson—Australian Chess and Problems—Death of Herr Kling.

February.—English Chess—Professor Wayte and Minchin Match — St. George's Chess Club Tournament—City of London Club Handicap Tourney—Jewish Club v. City Club and Score —Athenæum Club v. Railway Clearing House Club and Score—New Game, Aldershot—Death of Mr. Henry Waite—New Chess Association at Lincoln — The Louth Meeting Tourneys, Prizes and Score—The Newcastle on Tyne Tourney—Liverpool Chess Club Anniversary—Leeds Club v. Bradford Club and Score—A. E. Studd on the End Game between Messrs. Parker and Walker — Café de la Regence Tourney—The West German Tourney and Prize Problems —American Chess.

March.—The Rev. G. A. Macdonnell as a dramatic reader—City of London Club Annual Meeting, Officers elected—The Shaftesbury Club v. the North London, the St. Andrew's and the Athenæum—The Athenæum v. the Railway Clearing House—Oxford v. Cambridge—The Huddersfield College Magazine—Problem by Master J. H. Thompson—Athenæum Club v. Manchester Club and Score—Match between Messrs. Maczuski and Chamier — German Chess—Herr Andersen — American Chess—Australian Chess, Mr. T. Henderson's Prize Problem — The Williamstown Club handicap Tourney and Score.

April.— London Chess Gossip — Cambridge v. Oxford —The City Club, the Annual Festival—The City of London Magazine Problem Tourney, Award of Prizes—Metropolitan Chess—Blackburne and Herr Zukertort Match—Cambridge University Chess Club Tourney and score—Newcastle-on-Tyne Chess Club Annual Dinner — Problem by Mr. A. Townsend — —Diagram of Game between Messrs. Minchin and Potter—American Chess—Novel Tournament—Lebanon Herald—Public Tourney.

REVIEWS.

English Chess Problems 105
Card Games 151

POETRY :—

ece on Chess, by Nicholas Breton ... 7

CHESS GAMES :—

Alberoni and Becker 94
Alberoni and Bird 58
Alberoni and Bock 58
Alberoni and Brenzinger 76
Alberoni and Delmar 76
Alberoni and Martinez 58
Alberoni and Mason 38
Alberoni and Richardson 76
Amateur and Tchigorine 123
Archdall and Peart 146, 147
Ball and Grundy 10
Ballard and Minchin 233
Ballard and Puller 209, 210
Ballard and Zukertort... 189
Barbom and Bird 112
Barbom and Judd 112
Barbom and Mason 110
Barnett and Delmar 39
Barnett and Mason 39
Becker and Alberoni 94
Becker and Bird 93
Bird and Alberoni 58
Bird and Barbom 112
Bird and Becker 93
Bird and Delmar 92
Bird and Judd 111
Blackburne and Janssens 36, 56
Blackburne and Macdonnell 37
Blackburne and Martin 168, 170
Blackburne and Minchin 35, 37
Blackburne and Potter 34, 56
Bock and Alberoni 58
Bourne and Nash 147
Brenzinger and Alberoni 76
Brenzinger and Mason 77, 92
Brook and Reade 10
Browne and Ward 129
Burne and Hodges 169
C. and W. 189
Coker and Owen 92
Crisp and Ward... 129
Davidson and Judd 111
Delmar and Alberoni 76
Delmar and Barnett 39
Delmar and Bird 92
Earnshaw and Zukertort 129
Elson and Ware 109, 110
Ensor and Mason 120
Foster and Wayte 233
Grundy and Ball 10
Gunston and Oswald 10, 11
Hodges and Burn 169
Hodges and Thorold 168
Janssens and Blackburne 36, 56
Janssens and Zukertort 15
Judd and Barbom 112
Judd and Bird 111
Judd and Davidson 111
Lindsey and Minchin 189 (2) 232
M. and Taylor 188
Macdonnell and Blackburne 37
Macdonnell and Potter 12, 14
Macdonnell and Wisker 13
Macdonnell and Zukertort 11
Martin and Blackburne 168, 170
Martin and Zukertort 169 (2), 209, 210
Martinez and Alberoni 58
Martinez and Mason 112
Mason and Alberoni 38
Mason and Barbom 110
Mason and Barnett 39
Mason and Brenzinger 77, 92
Mason and Ensor 129
Mason and Martinez 112
Mason and Orchard 146
May and Meredith 11
Meredith and May 11
Minchin and Ballard 233
Minchin and Blackburne 35, 37
Minchin and Lindsey ... ... 187 (2], 232
Minchin and Owen 94
Minchin and Potter 211
Nash and Bourne 147
Nash and Peart... ... ... (2) 77
Orchard and Mason 146
Oswald and Gunston 10, 11
Owen and Coker 92
Owen and Minchin 94
Owen and Skipworth 93
Peart and Archdall 146, 147
Peart and Nash... ... ... (2) 77
Potter and Blackburne 34, 56
Potter and McDonnell... ... ... 12, 14

Chess Games—continued.

Potter and Minchin ... 211
Potter and Wayte ... 188
Potter and Wisker ... 13
Puller and Ballard ... 209, 210
Reade and Brooke ... 10
Richardson and Alberoni ... 76
Roberts and Ware ... 109
Rowe and Ward ... 146
Skipworth and Owen ... 93
Taylor and M. ... 188
Tchigorine and Amateur ... 123
Thorold and Hodges ... 168
W. and C. ... 189
Ward and Brown ... 129
Ward and Crisp ... 129
Ward and Rowe ... 146
Ware and Elson ... 109, 110
Ware and Roberts ... 109
Wayte and Foster ... 233
Wayte and Potter ... 188
Wayte and Zukertort ... 190
Wisker and McDonnell ... 13
Wisker and Potter ... 13
Zukertort and Ballard ... 189
Zukertort and Earnshaw ... 129
Zukertort and Janssens ... 15
Zukertort and McDonnell ... 11
Zukertort and Martin ... 169 [2], 209, 210
Zukertort and Wayte ... 190

Problems by:—

Abbott ... 106, 107, 127, 186
Andrews ... 90
Babson ... 208, 231
Bayer ... 8, 32 (4), 33, 54, 74
Bayersdorfer ... 182
Berger ... 182
Braune ... 75, 90, 108, 128
Brown ... 9, 126 (2), 167, 186
Callander ... 54, 75, 106, 128, 145
Carpenter ... 9
Clark 55 (2), 75, 108, 127, 145, 167, 208, 231
C. M. B. ... 75
C. W. ... 9, 55, 75, 107, 166
Drake ... 108, 185
Duffy ... 144
Dupre ... 87
E. J. L. ... 128, 185
E. pluribus Unum skull ... (3) 140
Frankenstein ... 55, 230
Gilbert Mrs. ... 104
Gorgias ... 75, 91, 108, 166, 208, 230
Gunzberg ... 144
Hawkins ... 145, 208
Healey ... 8, 33, 54, 145
Henderson ... 163, 205
Heywood ... 144
Hilles ... 207
Johnson ... 9, 55, 208
Jordan ... 145
Keynes ... 9
Klett ... 102
Kling ... 75, 107, 127
Lord ... 230
McArthur ... 55, 145, 166, 186, 208, 231
Martindale ... 9, 55, 75, 91, 108
Mehrtens ... 182
Meredith ... 54, 74, 90, 127, 186, 207
Pearson ... 9, 144
Pierce J. ... 33, 74, 90, 107, 128, 207
Pierce W. T. 9, 86 (2), 108, 145, 185, 207, 231
Pott ... 208
Slater ... 8, 145, 167
Stonehouse ... 74
Studd ... 166, 185, 208
Taylor ... 9, 75, 108
Thomas ... 8
Thompson ... 162
Thompson Master ... 204, 225
Thornton ... 33
Townshend ... 31, 226
Tyrrell ... 163
Vernon ... 55, 91, 108
Wash ... 55, 91, 108, 145, 167, 208, 230
Willis ... 163

Openings:—

Allgaier Kieseritzky Gambit ... 58
Berlin Game ... 147
Bishop's Gambit ... 168, 169, 209
Bishop's Game ... 189
English Knight's Game ... 233
English Opening ... 12
Evan's Game ... 169, 187, 190, 210, 232, 233
French Defence ... 94, 129, 146
French Game ... 76
French Opening 10, 34, 38, 56, 76, 112, 188, 189
Giuoco Piano ... 146, 209
Irregular Opening 11, 34, 36, 56, 92, 93, 94, 109 (2), 110, 112, 168

Openings—continued.

King's Gambit Declined ... 92, 210
Muzio Gambit ... (2) 129
Petroff's Defence ... 39, 76, 77
Queen's Game ... 169
Ruy Lopez 11, 13 (2), 39, 110, 112, 129, 146, 147 [157
Ruy Lopez Knight's Game ... 58
Sicilian Defence ... 93
Sicilian Opening ... 10, 15, 111
Scotch Gambit ... 10
Scotch Game ... 11, 37, 111, 170, 211
Steinitz Gambit ... 58
Two Knights' Defence ... 188
Vienna Opening ... 37

Our Portrait Gallery:—

Aytoun, James ... 71
Boden, S. S. ... 89
Cavendish ... 191
Gilbert, Mrs. J. W. (the Queen of Chess) 10
Macdonnell, Rev. G. A. ... 52
Potter, W. N. ... 4
Walker, Geo. ... 140
Wormald, R. B. ... 104
Zukertort, Dr. J. H. ... 30

SUNDRIES.

A Game at Chess ... 228
End Games ... 143, 165, 183, 206, 229
English Chess Problems ... 105
Herr Lowenthal's effects ... 104
Innovations in Chess ... 5, 73
Japanese Chess ... 71
Middleton's Game at Chess ... 227
Our Problems Reviewed ... 6, 53, 89, 212
Our Problems, Solution Tourney ... 31
Shakespeare's mention of Chess ... 52
The Philadelphia Tournament ... 30
The Staunton Opening ... 6

SOLUTIONS OF PROBLEMS.

4, 59, 77, 94, 126, 142, 165, 190, 214, 228.

WHIST.

Jottings.

Lazy Players ... 17
Jottings ... 133
The Fortunes of War ... 115
Whist Catechism ... 41
" Fallacies ... 63
" Jottings ... 173, 193

Hands ... 60, 95, 130, 148, 171, 234
Additional Notes to the Hand No. 149 ... 174
A Finesse against one Card ... 96
An Habitué of the Portland Club on Revoking ... 238
Audi Alteram Partem ... 219
A word with Professor Pole ... 43
Correspondence concerning hand No. 237 42
Dean Swift's Card Account ... 18
E. J. on Whist and Double and Single Dummy ... 215
Is it a Revoke ... 150, 195
Is throwing away a High Card necessarily a Peter ... 97
Konge on asking for Trumps ... 238
Law 61 Incurring the Penalties of a Revoke ... 237
London Whist ... 79
Lopez's view on Whist ... 116
Notes to Hand No. 147 ... 149
Play an Ace on a Knave ... 195
" (2nd hand) on a Knave ... 217
" upon a Knave ... 218, 236
Pembridge on Hand No. 149 ... 174
Speech is Silvern, Silence is Golden ... 219
The Lead Governed by Score ... 114
The Return of weak Leads ... 97
Vanderbilt's winning at Whist ... 117
Whist Maxims ... 80, 114

Double Dummy Problems 16, 40, 78, 96, 113, 131 [149, 172, 192, 193, 215, 235.
" " Solutions ... 16, 40, 61, 62, 78, 113, [114, 131, 150, 172, 215, 235.

Poetry

A Stanzas ... 40
At the Rink ... 153

OBITUARY.

Collins, Mortimer ... 83
Kling, Herr ... 163
Pearpoint, Robert Henry ... 194
Wormald, R. B. ... 164

DRAMATIC NOTES.

May 1876.

Easter ... 21
"Queen Mary," Lyceum ... 21
Signor Rossi ... 22

Dramatic Notes—continued.

"Wrinkles," Prince of Wales' ... 22
"Miss Gwilt," Globe ... 23
"Struck Oil," Adelphi ... 23
"Great Divorce Case," Criterion ... 23

June.

Foreign v. English plays and actors ... 46
"Abel Drake," Princess's ... 47
Revivals ... 48
Sir R. Roberts ... 48

July.

Salvini and Rossi ... 66
"L'Etrangère," Haymarket ... 67
"Les Danicheff," St. James ... 67
"Corinne," Lyceum ... 67
"Home Sweet Home," Olympic ... 68

October.

The Autumn Season ... 117
"Henry V.," Queen's ... 118
"Richard III.," Drury Lane ... 118
"Bull by the Horns," Gaiety ... 119
"Ethel's Revenge," Court ... 119
"Dan'l Druce," Haymarket ... 119

November.

The Lord Mayor's Dinner ... 133
Progress of the Season ... 134
"Jane Shore," Princess's ... 134
"Peril," Prince of Wales ... 135
"Three Millions of Money," St. James 135
"Pecksniff," Folly ... 135

December.

Progress of the Season ... 154
"Brothers," Court ... 154
"The Virginians," St. James ... 154
"Hot Water," Criterion ... 154
Rights of Playgoers ... 155
"Robinson Crusoe," Folly ... 155
"No Thoroughfare," Olympic ... 155

January 1877.

Christmas at the Theatres ... 175
"New Men and Old Acres," Court ... 176
"Man in Possession," Gaiety ... 176
"Old Chums," Opera Comique ... 176
"Si Slocum," Olympic ... 176

February.

Mr. Irving as Richard III. ... 198
The Drama and the Press ... 199
"Pygmalion and Galatea," Haymarket 199
"Heroes," Aquarium ... 200
"The Danischeffs," St. James ... 200
"Queen of Connaught," Olympic ... 200

March.

Mr. Oxenford ... 220
Ash Wednesday ... 220
Mr. Compton ... 221
"Artful Cards," Gaiety ... 221
"Babes and Beetles," Strand ... 221
"On Bail," Criterion ... 221

April.

Coming Events ... 240
"Haska," Drury Lane ... 240
"Cora," Globe ... 241
"Wife's Secret," Olympic ... 241
Mrs. Vezin and Miss Paterson ... 241

SUNDRIES.

A Fable of a little Game of Poker ... 197
All Fours Problems ... 46, 62, 83, 97
" " " solution ... 98
Assimilated Double Dummy ... 79
Badminton and Lawn Tennis ... 83
Centennial Poker ... 45
Dutch Piquet ... 116
Ecarté ... 19, 44, 64, 81, 99
" Morality ... 133
Extracts ... 116
Go Bang Pocket Guide ... 83
His Royal Acquaintances ... 84
M. on Ecarté ... 99
New Cards ... 66
Piquet Laws ... 238
" " Morals ... 83
Poker ... 83, 88
" proposed laws of ... 196
Saratoga ... 117
The Detroit Funny Man on Croquet ... 83
The Portland Club on Piquet laws ... 238

ANSWERS TO CORRESPONDENTS.

All Fours ... 120, 156
Chess 24, 48, 68, 81, 99, 120, 136, 156, 178, 201, [222, 242
Double Dummy ... 48, 201
Ecarté ... 24, 100, 120, 136, 156, 202, 223
Napoleon ... 48, 156, 202
Piquet ... 24, 81, 100, 156, 178, 201, 242
Poker ... 100, 136, 202, 222
Pool ... 201
Sundries ... 48
Whist 24, 68, 84, 99, 120, 136, 156, 178, 201, 222

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The Westminster Papers.

1ST MAY 1876.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THROUGHOUT the past month the Tournament of first class players at Simpson's Divan has been the principal attraction for London Chess players, and the varying fortunes of the several combatants the chief topic of their conversation. The Tourney was begun on the 27th March, and in our last number we announced the result of the play in the first and second rounds. In the third, the state of Mr. Wisker's health obliged that gentleman to resign, and his retirement was followed almost immediately by that of Major Martin, from a similar cause, the games scored against both being cancelled in accordance with the regulations. Save for a brief adjournment during the Easter Holidays, the Tourney has been conducted with praiseworthy punctuality and dispatch, and it was practically brought to a conclusion on the 29th ultimo. Upon the termination of that day's play Mr. Blackburne, by defeating Mr. Macdonnell, attained a score of eight, and Herr Zukertort and Mr. Potter drawing for the second time brought their total scores to seven and six respectively, Mr. Macdonnell's score being only 4½, it will be seen that even if he won in a second encounter with Mr. Blackburne, his would still be half a game short of Mr. Potter's score, and the Tourney was therefore ended, Mr. Blackburne taking the first prize, Herr Zukertort the second, and Mr. Potter the third.

The following table shows the full score :—

	Blackburne	Zukertort	Potter	Macdonnell	Minchin	Janssens	Games won.
Blackburne	—	1	2	1	2	2	8
Zukertort	1	—	½ ½	1½	1½	2	7
Potter	0	½ ½	—	1	2	2	6
Macdonnell	0	½	1	—	2	1	4½
Minchin	0	½	0	0	—	½	1
Janssens	0	0	0	1	1½	—	2½
Games lost	1	3	4	4½	9	7½	

Mr. Blackburne's performance in thus carrying off the first prize, with the loss of only one game, is a most creditable one, and must be some consolation to him after the total rout he suffered at the hands of Herr Steinitz. His play in the early part of the tournament was as far below his best form as it was in the match referred to, and on two occasions he was rather more indebted to his adversaries than to himself for victory. Later on there was a marked improvement in his play, and he showed it conclusively in twice defeating Mr. Potter. A selection of the games appears in the present number, and next month we purpose devoting a large part of our space to a further instalment of them.

During the progress of the Tourney the public interest it has evoked has been shown by the large attendance of Amateurs at Simpson's, and the satisfaction it has given is so general that there ought not to be any difficulty in the way of arranging a series of similar contests.

By further subscriptions from the Rev. Mr. Waltham and P. R. Webb, Esq., the prize fund has been increased to fifty pounds, and, there being no expenses, that sum will be appropriated as follows :— Mr. Blackburne, first prize, £25 ; Herr Zukertort, second prize, £15 ; Mr. Potter, third prize, £10.

The Fourth Annual Match between the Chess players of Oxford and Cambridge Universities was played at the Freemasons' Tavern, on the 5th ultimo, under the auspices of the West End Chess Club. Each University was represented by seven players, and the conditions of the match were that each competitor should play two games with a time limit of one hour for every twenty moves. Of the Oxford seven, five had taken part in last year's tilt, whilst four new champions appeared to do battle for Cambridge, and the match resulted in a decisive victory for the more experienced team, Oxford winning with a score of eleven to four. Two unfinished games were decided upon theory by Herr Steinitz, who on this, as if we recollect rightly, upon every other occasion when he has had that duty to perform, divided the honours equally between the two Universities. If these decisions of Herr Steinitz's affected the victory one way or the other, there would be very grave objections to the principle involved in them, for practical play is not always conducted in accordance with correct theory, even by the best players. As they do not, and never have affected the victory, the

question suggests itself, why should such a ridiculous proceeding be permitted? The players were paired by their respective captains, according to their reputed skill, and the following table shows the pairing and the score.

OXFORD.		CAMBRIDGE.	
Hon. Mr. Plunkett	1	Mr. Keynes (unfinished)	
Mr. Grundy	1	Mr. Ball	1
Mr. Meredith	3	Mr. May	0
Mr. Tracy	3	Mr. Chatto	0
Mr. Brooke	2	Mr. Reade	0
Mr. Oswald (unfinished)		Mr. Gunston	1
Mr. Gattee	1	Mr. Lord	2
	11		4

After the match the competitors were entertained at a dinner provided by the members of the West End Chess Club, Mr. Eccles, the president of the club, in the chair. The toast of the evening, "Our Guests," proposed in fitting terms by the president, was responded to by the Honourable M. Plunkett on behalf of Oxford, and by Mr. Lord on behalf of Cambridge.

The members of the City Club have as usual been active among themselves as well as against all comers. Both the chief and the minor tournies are making satisfactory progress, the former having reached the fourth round, and the latter the second, and an even tourney (first class excluded) has just been commenced. On Saturday, the 1st of April, the Knight Class of this Club made a trip to Chelmsford, to play a return match against the players of that pleasant little town, and succeeded in scoring a decisive victory, by 11 to 7; and on the 7th ultimo the same class defeated the Athenæum Chess Club with precisely the same score. The following is the score of both matches:—

KNIGHT CLASS—CITY CLUB.		CHELMSFORD CLUB.	
Dr. G. Smith	1	Mr. Copeland	1
Dr. Batt	2	Mr. Eddington	0
Mr. Anger	1	Mr. Nicholas	1
Mr. Watson	1	Mr. Pavitt	1
Mr. Kislingbury	1	Mr. Thorn	1
Mr. Jeanes	1	Mr. Hasler	1
Mr. Grady	1	Mr. Hunt	1
Mr. Klein	1	Mr. Richardson	1
Mr. Lord	2	Mr. Garwood	0
	11		7

KNIGHT CLASS—CITY CLUB.		ATHENÆUM.	
Mr. Earle	1	Mr. Seymour	1
Mr. Heywood	1	Mr. Smith	0
Mr. Watson	2	Mr. Hegewuld	0
Mr. Parr	1	Mr. Batt	0
Mr. Lord	1	Mr. Griffith	1
Mr. Babbeth	1	Mr. Bowyer	1
Mr. Venables	0	Mr. Inman	2
Mr. Pensam	1	Mr. Godfrey	1
Mr. Scott	2	Mr. T. Smith	0
Mr. G. Smith	1	Mr. Bagley	1
	11		7

The Bedford Chess Club, which holds its meetings in Spital-square, Bishopsgate, received a visit from Mr. Chatto, the winner of the first prize in the Cambridge University Club contest, during the past month, and that gentleman played six members of the Club simultaneously. Eight games were played in all, of which Mr. Chatto won seven, and one was drawn. A match between this Club and the Shaftesbury was won by the former, viz.:—

BEDFORD.		SHAFTESBURY.	
Stevens	2	Weightman	0
Chatto	0	Graves	1
Church	1	Bacon	0
Ffould	1	Davis	0
Brown	0	Barber	2
Thilthorpe	1	Gratton	1
Abrahams	1	Pitt	1
	6		5

The sudden and untimely death of Lord Lyttelton, on the 19th ultimo, excited the liveliest regrets among all classes of Chess players. For a long series of years he presided at all public assemblages of Chess players in this country, and his interest in the game and its practitioners was one of his most marked characteristics. He was a player of more than ordinary force, and when in town was a regular visitor to the St. George's and Westminster Chess Clubs.

Our pleasant contemporary, the *Huddersfield College Magazine*, announces a Problem Tourney, and offers handsome prizes for the competition. The first prize for the best set of three problems will be £2 10s, the second prize £1 5s, and the third prize, given by Mr. Rhodes, of Leeds, a copy of "Pierce's English Chess Problems." Special prizes are also to be given for the best four-move problem—"Pierce's English Chess Problems," provided by Mr. Watkinson; half a guinea, contributed by E. Viles, Esq., for the best three-move problem: and the same gentleman contributes also a special prize of five shillings for the best two-move problem. Mr. H. J. C. Andrews has undertaken the office of judge, and the following are the conditions of the Tourney:—

1. The competition to be open to all the world.

2. Each competitor to contribute three original Problems; one in two moves, one in three, and one in four.

3. Two copies of the Problems, on diagrams, with accompanying solutions, to be sent to John Watkinson, Fairfield, Huddersfield, on or before 1st September 1876, from composers resident in the United Kingdom, and on or before 1st January 1877, from composers resident abroad.

4. Each competitor to forward 5s, along with his name and full address, for which a copy of the *Huddersfield College Magazine* will be sent post free for twelve months, commencing with October 1876.

5. One set of Problems to be published anonymously every month in the *H. C. M.* until the completion of the series, beginning with the number for October 1876; the award to be given on the expiration of two months after the publication of the last set.

Mr. Watkinson has our cordial wishes for the success of his enterprise.

The examiners of the problems competing in the tournament organized by the Editor of *La Stratégie* have made their report, and, subject to the accuracy of the problems not being impugned, have awarded the three prizes as follows:—1st prize *Sans peur;* 2nd prize *Laura;* 3rd prize *Ad libitum.* Twenty-nine sets have been contributed, and honourable mention has been accorded to the sets bearing the mottoes *Meliora Sequor*, and *Fra voi l'infimo.* The same number of this excellent journal contains one of M. Delannoy's pleasant articles on London Chess and London Chess Players, with a graphic account of the Annual Dinner at the City of London Chess Club.

The Chess players of the States are engaged in active preparation for the great International contest to be held at Philadelphia next summer, and in the two great centres of American Chess, New York and Philadelphia practice tourneys have been organised, and are now in progress. In the Empire City the tourney is held at the Café International, 294 Bowery, and the prizes provided amount in the aggregate to two hundred dollars, mainly contributed by the proprietor of the Café, Mr. Lieders. To contend for these prizes seventeen players have entered the lists as follows: Captain Mackenzie, Messrs. Alberoni, Barnett, Baird, Becker, Bird, Brenzinger, Delmar, Dill, Ensor, Hind, Mason, Parnell, Perrin, Richardson, Roser, and Smith. The conditions of the tourney are that each player is to play two games with every other player, draws to count a half to each, and the time limit an hour for every twenty moves, if the players in any game choose to call for hour glasses. Our latest advices gives the following score:

	Won	Lost	Drawn
Alberoni...	11	1	4
Baird	1	8	—
Barnett	3	4	1
Becker	5	3	1
Bird	7	3	1
Brenzinger	5	5	—
Delmar	3	3	2
Dill	1	7	1
Ensor	8	2	—

	Won	Lost	Drawn
Hind	—	9	—
Mason	8	1	3
Mackenzie	9	1	1
Parnell	2	7	—
Perrin	3	6	—
Roser	4	5	—
Richardson	5	4	2
Smith	3	8	—

At Philadelphia, the tourney recently in progress resulted in the victory of Mr. Davidson, a youthful player, who appears destined to verify in sober earnest the title of "giant slayer," conferred upon him in jest. Another contest has been arranged, and the lists include the names of Barbour, Davidson, Elson, Neill, Knox. Reichelm, Wilson, Willing, and Ringwalt. Altogether, it is clear that our cousins are putting on their armour for the coming conflict, and that the victor of the Centennial tournament, whoever he may prove to be, will have to earn his laurels by hard fighting. Meanwhile, vigorous efforts are being made to make the prize fund worthy of the occasion.

Philadelphia has undertaken to provide 2,500 dollars, New York anticipates at least 1,000, and Boston holds out a hope of 1,500 dollars, while special trophies are expected to be received for special prizes. The Governor

of Arkansas has contributed a silver cup, and most of the State Governors will probably follow such an excellent example.

The *Chess Record* gives the score of Messrs. Bird and Mackenzie, during the visit these gentlemen made to Philadelphia, referred to in our last number, and we find that our countryman in this short visit contested no fewer than 77 games, of which he won 37, lost 33, and drew 7. He won with Messrs. Martinez, Elson and Barbour, and lost to Messrs. Davidson, Roberts and Neill. He played two games with the last named, and lost both; of nine games with Mr. Davidson he lost five, won two, and two were drawn, and Mr. Roberts scored the only game they played. Captain Mackenzie played fourteen games against the Philadelphia players, of which he won seven, lost two, and five were drawn.

The *Weekly Gate City* of Keokuk, Iowa, has an interesting account of a Telegraphic Chess match between the members of the Philidorian Chess Club in that town and the players of Hannibal. The line failed before the game was fairly opened, only ten moves of the Petroff's defence having been played on both sides, and an adjournment was arranged.

OUR PORTRAIT GALLERY.—No. 3. MR. W. N. POTTER.

William Norwood Potter, the subject of our present sketch, was born in London, in 1840, and in his childhood displayed a promise of excellence in Chess which later years have developed into brilliant performance. He made his first appearance in the Chess world in the year 1867, when he became a constant visitor at Simpson's Divan, receiving for a short time the odds of a Knight from Steinitz and Blackburne, but he first made his mark in 1870, by defeating Blackburne and De Vere on even terms in the Handicap Tourney of that year, at the City of London Chess Club, taking the first prize. His score against Mr. Blackburne on that occasion was two to one, and one draw, and against the late Mr. De Vere two to one, and four draws. In the Handicap Tourney at the same Club, in 1874-5, in which Messrs. Zukertort, Bird and Wisker took part, he gained the second prize, the first being taken by Mr. Maas, who received from Mr. Potter the odds of Pawn and two moves.

During the years 1874 and 1875 he conducted editorially the *City of London Chess Magazine*, and achieved for that journal a high reputation in the literature of the game. In December of last year he contested a match against Herr Zukertort, in which he sustained a defeat, the score being Zukertort 4; Potter 2; and drawn games 8. The preponderance of drawn games in Mr. Potter's serious contests is remarkable, but his play is by no means deficient in the quality of enterprise in off-hand games.

Mr. Potter possesses the esteem of every one who has the pleasure of his acquaintance, and he has earned for himself a niche in the temple dedicated to Chess worthies as much by his quiet and unassuming manners as by his brilliant talents.

SOLUTIONS OF PROBLEMS.

No. 778.

WHITE.	BLACK.
1 Kt takes P	1 K takes Kt
2 Kt to B 5	2 K takes Kt or K moves
3 Q to K 6 ch	3 Anything
4 Q mates	

Note. — The foregoing is the author's solution, but the Problem admits of several others, as pointed out by most of our solvers, as well as by the author himself. Herr Bayer has asked us to correct the position by promoting the Black Pawn, now at K R 2, to K R 6. Messrs. Andrews, Brown, Johnson and Nash show two solutions, Mr. Thomas, five.

No. 779.

1 R to R 7	1 Anything
2 Mates accordingly	

No. 780.

WHITE.	BLACK.
1 Q to Q 8	1 R to B 4 (a)
2 Q takes P	2 Aught
3 Kt mates	

If 1 B to Kt 3; 2 Kt takes P ch, &c.

If 1 K takes Kt; 2 B to Kt 2 ch, &c.

If 1 R takes Q; 2 Kt to B 6, &c.

If 1 P to Kt 6; 2 Q takes Q, &c.

No. 781.

1 Kt to K 3	1 P to Q B 4
2 Q to Q 5 ch	2 Anything
3 Kt or Q mates accordingly	

If Black plays 1 K to Q 3 or 5, White's answer is 2 R to Q 8 ch, &c. If 1 Kt moves, then 2 Q to Q B 7 ch, &c. If 1 B to Q B 5, then 2 Kt takes P ch, and if 1 Aught else, 2 R to Kt 5 ch, &c.

No. 782.

1 Kt to K B 4	1 B to K B 2
2 R to Q B 6	2 R takes R
3 Q to Q Kt 8	3 Aught
4 Q or Kt mates accordingly	

If 2 R to Q Kt 4, White replies with 3 R takes P ch, &c.

Note. — R. W. Johnson gives 1 R to K B 2, but that will not answer if Black plays 1 P takes Kt.

No. 783.

WHITE.	BLACK.
1 Q to Kt 6	1 Q to R 3
2 Kt to Q 6 ch	2 B takes Kt
3 Q to K B 2	3 Aught
4 B mates	

If 1 R takes P, White continues with 2 P takes R, and 3 Kt to K Kt 7 ch, &c.

No. 784.

1 B to Q 6	1 B takes B
2 R to R 2	2 Aught
3 Q to K Kt 2 and mates next move.	

No. 785.

1 Q to Q R 8	1 Aught
2 Q Kt to B 8	2 Aught
3 Q mates	

No. 786.

WHITE.	BLACK.
1 Q to Q Kt 8	1 Q takes R
2 Q takes P ch	2 R takes Q
3 Kt to K Kt 3 mate	

If 1 K takes R, then 2 Q to K 8 ch, &c.

No. 787.

1 Kt to K 6	1 Kt to K B 2 (a)
2 Kt to Q 3	2 Q to Q 7
3 Q to R 3	3 Aught
4 Q, B, or Kt mates	

(a) If 1 Q to Q 7, then 2 Kt to Kt 5 ch, and 3 B takes R ch, &c. If 1 Kt to Q B 6, then 2 Q to K Kt 5, &c. If Black on his second move plays 2 Kt at Q 3 to Kt 4, White continues with 3 Kt takes P ch, and if 2 Kt at B 6 to Q 4, then 3 Q to B 4 ch, &c.

INNOVATIONS IN CHESS.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—In a recent number of your paper (November 1875), a proposal appeared to alter one of the fundamental laws of the movements of the pieces in Chess with a view to apply a remedy to "the universal bane of bookishness." I do not approve of the object contemplated in the proposed amendment. It is like some of the patent plans of our modern economists for improving the constitution of society by giving every one a fresh start. In Chess, as in economy, our present condition is the result of progress, and any attempt to go back to the beginning would only serve to inaugurate, at an immense loss of time, a fresh movement forward to our present stage of advancement. If all the literature of Chess were abolished to-morrow, we should immediately set to work to create a new literature.

But this is not the greatest objection to such innovations. Even if the object could be attained, it would be a pure loss to accomplish it. The literature, or rather the science of Chess, is the wealth of the game. If the gentleman who aired his ignorance of Chess and psychology recently in the *Spectator* had considered that the present tactics of Chess are the result of the laborious researches of successive generations of men not ungifted with intellect, he would have perceived how childish is his futile theory of space imagination. All this accumulated knowledge has an educative value, to which the intelligent student of Chess at once falls here. It is a great, though a common mistake, to suppose that knowledge interferes with originality. If Descartes, La Place, or Newton had been born among a tribe of Red Indians, he might have applied his genius to mathematics, and made some elementary discoveries, but would that or any other science have unfolded its vast proportions to such a discoverer? would it have proved an instrument of education to his own mind or a means of revealing the secrets of nature to one approaching it in complete ignorance, such as it has proved to those who have been gifted with the labours of previous explorers? In like manner, if two men—be they who they may—sit down to play Chess without knowledge of how it has been played before, it is not the same game to them, and does not exercise their faculties in the same way, as if they acquire a knowledge of it from the masters who have sounded its depths. They who apply themselves to Chess literature, find in it trains of reasoning and analysis which tend to cultivate their own powers for similar exercises, and flashes of inventive genius which, if they have any fire in their own natures, must serve to excite and not to repress their own invention. Those who complain of their originality being oppressed by knowledge, must either have too much knowledge or too little originality, and if their complaint is just, they can easily find relief in the game of Garrison and other novelties invented by the toymongers.

My object, however, is to propose an innovation in the laws of Chess. The game is evidently the result of successive improvements, and it is hard to say that any human invention has reached perfection. What I have to suggest, however, will not touch the literature of the game. It is a movement of a strictly conservative kind.

Chess has often been compared to war, and the comparison is manifestly an apt one, but there is an essential difference, which I propose to remove, at least in principle, by a slight innovation, which is, perhaps, rather a restoration of than a departure from the ancient spirit of the game. It is evident that if Chess resembles war, its tactics are those of a campaign rather than a battle, but in war there is an indefinite power of recruiting, while in Chess the forces are definitely limited from the commencement. This is the only respect in which Chess can be said to have defined limits. Now there is one of the modern laws of Chess, which I think is plainly an abuse, and by a slight modification of which this defect might be obviated. When a Pawn reaches the eighth square it can be exchanged for any piece (except a King), and a player may thus have on the board two or more Queens, three Bishops, or Knights, or four Rooks, according to his fancy, which destroys the balance of the game, and brings it speedily to an end. I propose to abstract this license, and substitute for it, along with the old custom (as I presume) of recovering only a piece that is lost a new privilege which will amount to an indefinite power of recruiting.

I propose two schemes, the one making the smallest change from the present method, the other the more complete, and in my opinion the preferable.

First—Let the privilege of having two Queens, &c., be limited to the rare cases of Queening a Pawn before any piece has been lost, in other cases let the player only recover a lost piece, but in any case let him have along with the power of recovery the right to replace his Pawn on any original Pawn square that may be vacant.

Secondly—Let the privilege of claiming supernumerary pieces be altogether abolished, and let the player only recover a lost piece, with the power of replacing the Pawn, but let him have the power of deferring his claim, and let it extend also to the King. When a Pawn is queened, or crowned as it may be called, if the player cannot immediately claim a recovery, let it remain immovable and incapturable, a block in the enemy's position, till a piece can be recovered, which should always be on the player's move, and if he is checkmated, let him replace the Pawn with the King. This change will make Chess a game, like the science it mimics, without any theoretical bounds.

I am, Sir, yours respectfully, ROBT. J. MOFFAT.

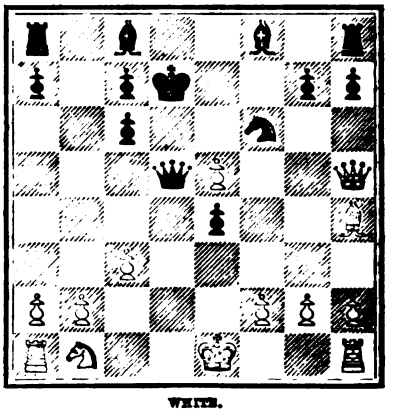
THE STAUNTON OPENING.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—In Mr. Staunton's recent posthumous work on Chess, he says of the Queen's Bishop's Pawn Opening (therein called Staunton's Opening), page 256, that "in another quarter of a century it may possibly take the rank it deserves among our best *débuts*."

The best analysis of the defence, 3 P to K B 4, now generally thought to be the best, is to be found in *Wormald's Chess Openings* (pp. 44, 45). The following appear to be the best moves on each side 1 P to K 4 / P to K 4, 2 Kt to K B 3 / Kt to Q B 3, 3 P to Q B 3 / P to K B 4, 4 P to Q 4 / P to Q 3, 5 B to Q Kt 5 / P takes K P, 6 Kt takes K P / P takes Kt, 7 Q to R 5 ch / K to K 2 best, Mr. Wormald, at this juncture, says, "At first sight, it appears White may regain the piece he has sacrificed by 8 B to K Kt 5 ch, but a little examination will show that this is not the case." I think a little more examination will show that he can regain his piece, but whether the resulting position is in his favour or not is doubtful. After the moves 8 B to K Kt 5 ch / Kt to K B 3, 9 B takes Q Kt / P takes B, 10 P takes P / Q to Q 4, 11 B to K R 4 / K to Q 2, Mr. Wormald adds, "and Black should win." The position is given in the margin, and I would suggest that if White now play 12 Q to K Kt 5, he must win back his lost piece; for instance, if 12 P to K R 3, then follows 13 Q to B 5 ch / K to K sq, (this seems better than 13 Q to K 3) 14 Q to Kt 6 ch / Q to B 2, 15 Q takes Q / K takes Q, 16 P takes Kt / P takes P, and White has recovered his piece; the best continuation may be 17 Kt to Q 2 / P to K B 4, 18 B to K Kt 3 / B to Q 3, 19 Kt to Q B 4, followed by 20 Castles Q R, and I think White has some advantage.

BLACK.



WHITE.

I am, Sir,

Yours faithfully,

W. TIMBRELL PIERCE.

ROEHAMPTON, S.W.
15th April 1876.

OUR PROBLEMS REVIEWED.

No. 778, by CONRAD BAYER.—See solutions.

No. 779, by F. HEALEY.—"Other solutions skilfully avoided, but not an interesting position apart from this," H. J. C. Andrews,—"A highly finished and clever problem." S. H. Thomas.—"Neat and accurate, but Black is too weak," W. J. N. Browne.—"An elegant, though easy problem in the old style," R. W. Johnson.—"A correct and excellent problem in every respect," J. H. S.—"Pretty, but simple," Wm. Nash.

No. 780, by W. MEREDITH.—"Beautifully constructed, and highly interesting, owing to the numerous attacks White has at command," H. J. C. Andrews.—"Tame," S. H. Thomas.—"Would be very good, were it not for the duals, which occur on White's second move, in reply to sixteen out of twenty moves of Black," W. J. N. Browne.—"Not very easy, but the position is somewhat uninviting," J. H. S.—"A very fine problem, the best on the page; the solution is remarkably rich, and the construction perfect," Wm. Nash.—R. W. Johnson is wrong.

No. 781, by C. CALLANDER.—"Good, and to me far from easy," H. J. C. Andrews.—"Very good indeed. The main variation is extremely nice," S. H. Thomas.—"Very good and correct," W. J. N. Browne.—"Very fine and beautiful, the best problem on the page," R. W. Johnson.—"Better than the general run of three movers. The sacrifice of the Queen is rather unexpected," J. H. S.—"Another capital problem; the main variation is very beautiful—other solutions are ingeniously prevented," Wm. Nash.

No. 782, by J. PIERCE.—"A capital stratagem, not especially hard, but very pleasing in idea and finished in point of execution," H. J. C. Andrews.—"I found this rather easy," S. H. Thomas.—"Very fair," W. J. N. Browne.—"Easy, and without variation," R. W. Johnson.—"An able composition. The Black Rook and Bishop are obliged to make way for the Queen's March to K R 8th," J. H. S.—"A very fair three mover, spoilt by the addition of a common-place first move," Wm. Nash.

No. 783, by H. J. C. ANDREWS.—"A masterly combination. Solution is at once difficult and beautiful," S. H. Thomas.—"A beautiful composition. One of the best," W. J. N. Browne.—"A model four mover; the attack is difficult and ingenious," J. H. S.—"A gem, well worthy the position of honour it occupies in Messrs. Pierce's book," Wm. Nash.

No. 784, by J. G. CAMPBELL.—"The idea of this is not novel, but the carrying out is admirable. It is seldom one meets with a more difficult four mover, as many solvers have already experienced to their cost!" H. J. C. Andrews.—"A very

hard and subtle study, calling into play all the powers of the examiner," S. H. Thomas. — "Clever and interesting, but duals are plentiful in minor variations," W. J. N. Browne.— "A fine conception. One of the best in the number," J. H. S. "A novel and beautiful problem," Wm. Nash.

No. 785, by W. T. PIERCE.—"An excellent three mover," H. J. C. Andrews. — "This is a difficult and elegant three mover," S. H. Thomas.—"Very ingenious and pretty. If, however, Black play 1 K to Kt 3, White may proceed either by 2 Q from Q 5 to B 6 or 2 Q to K Kt 8 ch, &c.," W. J. N. Browne. — "A commendable problem. Variations numerous and neat," J. H. S. — "Possessing beauty in the highest degree," Wm. Nash.

No. 786, by J. MENZIES. — "Has a pretty main variation, but is not up to its author's best standard," H. J. C. Andrews.—"Another elegant composition. Cleverly constructed," S. H. Thomas.—"Exceedingly neat and pretty, White can, however, in all minor variations either play 2 R or Q to K 5 ch and 3 Q or R takes Q mate," W. J. N. Browne.—"Very good, Black is vanquished in a pretty position," J. H. S.—"Cleverly constructed and very pretty," Wm. Nash.

No. 787, by P. T. DUFFY.—"In idea, beauty and variety, all alike, a fair problem; one of the gems of the collection," H. J. C. Andrews.—"One of the hardest nuts in the book from which it is taken," S. H. Thomas.—"The main variation is brilliant and ingenious, but duals abound in minor variations," W. J. N. Browne.—"A clever stratagem. The solution is far from being easy, especially the latter part of the principal variations," J. H. S.—"A very difficult and clever study," Wm. Nash.

The following "very aptly devised" Piece on Chess was composed by Nicholas Breton and was first published in the "Phœnix Nest" anno 1593.

THE CHESSE PLAY.

A secret, many yeeres unseene,
  In play at Chesse, who knowes the game?
First of the King, and then the Queene,
  Knight, Bishop, Rooke, and so by name,
Of every Pawne I will descrie,
The nature with the qualitie.

THE KING.

The King himselfe is haughtie care,
  Which overlooketh all his men;
And when he seeth how they fare,
  He steps among them now and then;
Whom when his foes presume to checke,
His servants stand to give the necke.

THE QUEENE.

The Queene is queint and quicke conceit,
  Which makes hir walke which way she list;
And rootes them up, that lie in wait,
  To worke her treason ere she wist;
Hir force is such against hir foes,
That whom she meetes she overthrowes.

THE KNIGHT.

The Knight is knowledge how to fight
  Against his Princes' enimies;
He never makes his walke outright,
  But leaps and skips in wilie wise,
To take by slight a traitrous foe,
Might slilie seeke their overthrowe.

THE BISHOP.

The Bishop he is wittie braine,
  That chooseth crossest pathes to pace;
And evermore he pries, with paine,
  To see who seekes him most disgrace;
Such straglers when he findes astraie,
He takes them up and throwes awaie.

THE ROOKES.

The Rookes are reason on both sides,
  Which keep the corner houses still;
And warily stand to watch their tides,
  By secret art to worke their will;
To take sometime a theefe unseene,
Might mischiefe mean to King or Queene.

THE PAWNES.

The Pawne before the King is Peace,
  Which he desires to keepe at home;
Practice, the Queene's, which doth not cease,
  Amid the world abroad to roame,
To finde, and fall upon each foe,
Whereas his mistres meanes to goe.

Before the Knight is Perill plas't,
  Which he by skipping overgoes,
And yet, that Pawne can worke a cast,
  To overthrowe his greatest foes.
The Bishop's, Prudence, prieing still
Which way to worke his master's will.

The Rookes poor Pawnes are sillie Swaines,
  Which seldome serve except by hap;
And yet those Pawnes can lay their traines
  To catch a great man in a trap;
So that I see, sometime, a groome,
May not be spared from his roome.

THE NATURE OF THE CHESSE-MEN.

The King is stately, looking hie;
The Queene doth beare like majestie;
The Knight is hardie, valiant, wise;
The Bishop, prudent and precise;
The Rookes, no rangers out of 'raie;
The Pawnes, the ages in the plaie.

L'ENVOY.

Then rule with care and quicke conceit,
  And fight with knowledge as with force;
To bear a braine to dash deceit,
  And worke with reason and resource;
Forgive a fault when yoong men plaie,
So give a mate and go your way.

And when you plaie beware of checke,
Know how to save and give a necke,
And with a Checke, beware of mate,
But cheefe, 'ware "had I wist" too late;
Lose not the Queene, for ten to one,
If she be lost, the game is gone.

PROBLEMS.

PROBLEM No. 788.—By S. H. THOMAS.

BLACK.

WHITE.

White to play and mate in three moves.

PROBLEM No. 789.—By G. J. SLATER.

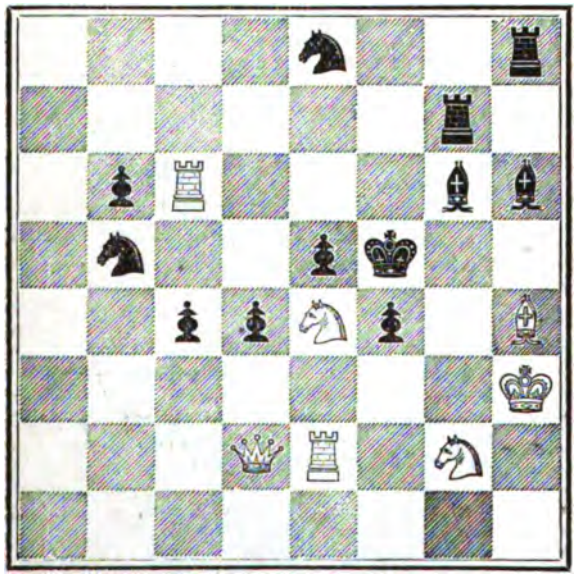
BLACK.

WHITE.

White to play and mate in four moves.

PROBLEM No. 790.—By F. HEALEY.

BLACK.

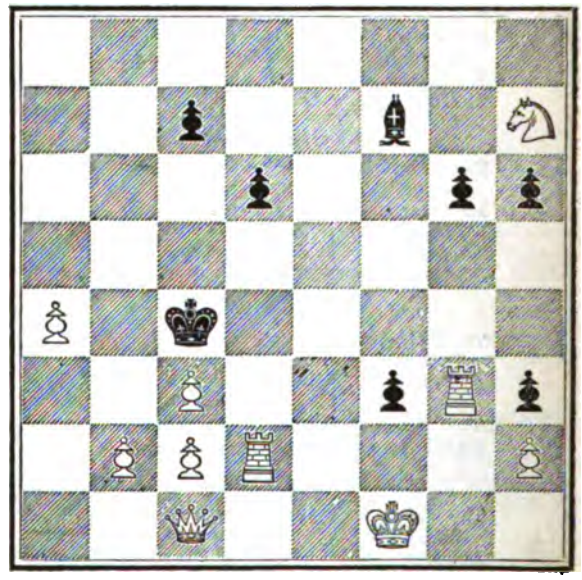


WHITE.

White to play and mate in four moves.

PROBLEM No. 791.—By CONRAD BAYER.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEMS.

No. 792.—By J. P. Taylor.

BLACK.

WHITE.

White to play and mate in two moves.

No. 793.—By T. M. Brown.

BLACK.

WHITE.

White to play and mate in three moves.

No. 794.—By G. E. Carpenter.

BLACK.

WHITE.

White to play and mate in three moves.

No. 795.—By C. W., of Sunbury.

BLACK.

WHITE.

White to play and mate in three moves.

No. 796.—By F. W. Martindale.

BLACK.

WHITE.

White to play and mate in three moves.

No. 797.—By A. Cyril Pearson.

BLACK.

WHITE.

White to play and mate in three moves.

No. 798.—By W. T. Pierce.

BLACK.

WHITE.

White to play and mate in four moves.

No. 799.—By J. N. Keynes.

BLACK.

WHITE.

White to play and mate in six moves.

No. 800.—By R. W. Johnson.

BLACK.

WHITE.

White to play and self-mate in eight moves.

GAMES.

Noted by J. H. ZUKERTORT.

From the fourteen games played in the match between Oxford and Cambridge, placed at our disposal by the courtesy of the captains of the teams, we select the following as the most worthy of publication.

GAME 165.

Sicilian Opening.

White. OXFORD. MR. GRUNDY.	Black. CAMBRIDGE. MR. BALL.
1 P to K 4	1 P Q to B 4
2 Kt to K B 3	2 P to K 3
3 Kt to B 3	3 P to Q R 3 (a)
4 P to Q 4	4 P takes P
5 Kt takes P	5 Kt to Q B 3
6 P to Q R 3 (b)	6 Kt to B 3
7 B to K 3	7 B to K 2 (c)
8 Kt to B 3	8 Castles
9 B to Q 3	9 Q to B 2
10 B to K Kt 5 (d)	10 Kt to K Kt 5
11 B takes B	11 Kt takes B
12 P to R 3	12 Kt to R 3
13 Castles	13 P to B 4
14 Q to K 2	14 P takes P (e)
15 Kt takes P	15 Kt to Kt 3
16 K R to K sq	16 Kt to B 5
17 Q to Q sq	17 Kt takes B
18 Q takes Kt	18 P to Q Kt 4
19 Q Kt to Kt 5	19 P to K Kt 3
20 R to K 4	20 Kt to B 4
21 R to K Kt 4	21 B to Kt 2
22 R to Q sq	22 B to B 3
23 Kt to Q 4	23 P to K R 4
24 Q Kt takes P (f)	24 P takes Kt
25 R takes P ch	25 K to R sq
26 Kt takes P	26 Q to K B 2
27 Kt takes R	27 R takes Kt
28 R takes B	28 Kt to R 5
29 R to R 6 ch	29 K to Kt sq
30 Q to Kt 3 ch	30 Q to Kt 2
31 Q takes Q ch	31 K takes Q
32 R takes K R P	Resigns

(a) Whether the move in the text is first played, or Kt to Q B 3, is of no importance.

(b) A "provincial" move. White tries to prevent his opponent making a bad move, B to Kt 5.

(c) P to Q 4 was preferable.

(d) White's 10th move is weak, but Black's reply is still more so.

(e) Playing the opponent's game. 14 Kt to Kt 3 was the right rejoinder.

(f) A brilliant and sound coup: White must have a won game, after a series of changes, with the odds of the exchange and three Pawns.

GAME 166.

Scotch Gambit.

White. OXFORD. MR. BROOK.	Black. CAMBRIDGE. MR. READE.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 B to Q B 4	4 Kt to B 3
5 B to K Kt 5 (a)	5 B to Kt 5 ch (b)
6 P to B 3	6 P takes P
7 P takes P	7 B to Q 3 (c)
8 Castles	8 Kt to K 4 (d)
9 Kt takes Kt	9 B takes Kt
10 P to B 4	10 P to K R 3
11 B to R 4 (e)	11 B takes K B P
12 R takes B	12 P to K Kt 4
13 Q to Q 4	13 P takes B
14 R takes Kt	14 R to R 2
15 Kt to Q 2	15 P to Q 3
16 Q R to K B sq	16 P to Q 4
17 Q takes Q P (f)	17 Q takes Q
18 B takes Q	18 B to Q 2
19 B takes P ch	19 K to K 2
20 B to K Kt 6	20 R to Kt 2
21 R to B 7 ch	21 R takes R
22 R takes R ch	22 K to K 3
23 Kt to Kt 3	23 P to Kt 3
24 Kt to Q 4 ch	24 K to Q 3
25 P to K 5 ch	25 K takes P
26 R takes B and wins	

(a) The usual continuations are 5 P to K 5, 5 Kt to Kt 5, and 5 Castles. The move chosen by White is not good.

(b) I prefer the simple rejoinder, 5 P to K R 3.

(c) This move is better than it looks. The Bishop prevents the advance of the K P, and the temporary confinement of his companion in arms is not of vital importance.

(d) Suicidal: 8 P to K R 3 was the only available resource.

(e) Fine Chess; this retreat is much better than the capture of the piece. White must now gain a piece, and a superiority in position.

(f) White played the middle game in vigorous style, but he misses the opportunity to finish the game, by 17 R takes B P.

GAME 167.

French Opening

White. OXFORD. MR. OSWALD.	Black. CAMBRIDGE. MR. GUNSTON.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 K Kt to B 3	4 K Kt to B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 Castles
7 P to K R 3	7 P to K R 3
8 B to K 3 (a)	8 Kt to K 5 (b)
9 P to B 3	9 Q to B 3
10 B takes Kt (c)	10 P takes B
11 Kt to R 2	11 Q to Kt 3
12 K to R sq	12 P to K B 4
13 P to K B 4	13 Kt to Q 2
14 Kt to Q 2	14 Kt to B 3
15 Kt to B 4	15 Kt to Q 4
16 Q to Q 2	16 Q to Kt 6
17 Q R to K sq	17 P to K Kt 4
18 Kt takes B	18 P takes Kt
19 P takes P	19 Kt takes B
20 R takes Kt	20 Q takes P
21 Q to K B 2	21 K to R 2
22 R to Kt 3	22 Q to K 2
23 Q to B 4 (d)	23 R to K Kt sq (e)
24 R takes R	24 K takes R
25 Q takes R P	25 B to K 3
26 Q to Kt 6 ch	26 K to B sq
27 Q to R 6 ch	27 K to Kt sq
28 P to Q R 3 (f)	28 R to K sq
29 R to K sq	29 Q to Kt 2
30 Q to B 4	30 P to Q 4
31 R to K 3	31 K to B 2
32 Kt to Kt 4 (g)	

(a) I prefer Kt to B 3.

(b) Premature. Black ought to develope his forces on the Queen's flank before engaging in any attack.

(c) Against the principles of the game: 10 Q Kt to Q 2 was the right rejoinder.

(d) If 23 Kt to Kt 4, Black would reply with advantage 23 P to B 5.

(e) Why not 23 B to Q 2? The move in the text loses a valuable Pawn.

(f) Protecting a Pawn, which could not be taken if White played R to K sq (28 B takes P? 29 R to K 3). This timidity may be explained by the desire to preserve the numerical superiority for the approaching decision by the umpire.

(g) A strong coup, and preferable to 32 R to Kt 3, which would be met by 32 Q to B 3. The game was, at this stage, decided by the umpire in favour of White. White ought to win; his position is much superior, and the passed K R P should prove irresistible.

GAME 168.

Ruy Lopez.

White. Cambridge. Mr. Gunston.	Black. Oxford. Mr. Oswald.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 B to K 2 (a)
6 Kt to B 3 (b)	6 P to Q 3
7 P to Q 4 (c)	7 P takes P
8 Kt takes P	8 B to Q 2
9 R to K sq	9 Castles (d)
10 Kt takes Kt	10 B takes Kt
11 B takes B	11 P takes B
12 Q to B 3	12 Kt to Q 2
13 B to B 4	13 R to Kt sq
14 Q R to Q sq	14 B to B 3 (e)
15 P to K 5	15 P takes P
16 B to Kt 3 (f)	16 Q to K 2
17 Q takes P	17 Kt to Kt 3
18 P to B 4	18 K R to K sq
19 P takes P	19 B to Kt 4
20 P to Q R 4	20 Kt to R sq
21 Kt to Q 5	21 Q to B sq
22 P to K 6	[1st hour.]
23 R takes P (g)	22 P takes P
24 Q takes R ch	23 R takes R
25 Q takes P	24 Q to B 2
[1st hour.]	25 Q to B sq
26 R to Q 3 (h)	26 R takes P
27 Q to K 6 ch	27 K to R sq
28 Kt to K 3	28 R to Kt 8 ch
29 Kt to Q sq	29 R to Kt sq
30 Q to Q 5	30 P to R 3
31 P to R 5	31 R to Q sq
32 Q to B 4	32 R to B sq
33 R to Q 7	33 Q to K sq
34 Q to K B 7	34 Q takes Q
35 R takes Q	35 B to Q 7
36 B to K 5	36 R to K sq (i)
37 B takes B 3	37 B takes B
38 Kt takes B	38 K to Kt sq
39 R to B sq	39 R to K 4
40 R to R sq	40 K to B sq
41 P to R 6	41 R to K sq
42 P to R 7	42 K to K 2
43 R to Kt sq	43 Kt to Kt 3
44 R to K sq ch	44 K to Q 2
45 R takes R	45 K takes R
46 K to B 2	46 K to Q 2
47 K to Kt 3	47 K to B sq
48 K to B 4 (k)	48 K to Kt 2
49 K to B 5	49 K takes P
50 K to Kt 6	50 Kt to B 5
51 Kt to Q sq	51 K to Kt 3
52 K takes P	52 K to B 3
53 K takes P	53 K to Q 3
54 P to Kt 4	54 K to K 3
55 P to Kt 5	55 K to B 2
56 P to Kt 6 ch	56 K to Kt sq
57 Kt to B 2	57 Kt to Q 3
58 Kt to Kt 4	58 Kt to B 4 ch
59 K to Kt 5	Resigns

(a) 5 Kt takes P is better, and leads, in a few moves, to an even game, whilst 5 B to K 2 leaves Black with a cramped position.

(b) The best reply.

(c) I prefer 7 B takes Kt ch, 7 P takes B, 8 P to K R 3, 8 Castles, 9 P to Q 3, which leads, by a transposition of moves, to Anderssen's favourite variation of the Ruy Lopez.

(d) 9 Kt takes Kt was preferable.

(e) Vainly trying to prevent the advance of the adverse K P. Why not 14 R takes P?

(f) This and the preceding moves were well calculated. Black's Pawns must now fall.

(g) White could obtain a winning attack by 23 R to K B sq, 23 B to B 3, 24 Kt takes B ch, 24 P takes Kt, 25 B to K 5.

(h) To no purpose.

(i) A good reply: the capture of the Kt P would cost White a piece.

(k) 48 Kt to Q 5 would have shortened the contest.

GAME 169.

Irregular Opening.

White. Cambridge. Mr. May.	Black. Oxford. Mr. Meredith.
1 P to Q 4	1 P to K 3
2 P to K 4	2 Kt to Q B 3
3 Kt to K B 3	3 P to Q 4
4 B to Q 3	4 P takes P
5 B takes P	5 P to K R 3
6 Castles	6 Kt to B 3
7 B to Q 3	7 B to Q 3
8 P to Q R 3	8 P to Q Kt 3
9 P to B 4	9 B to Kt 2
10 P to Q Kt 4	10 Castles
11 B to Kt 2	11 Kt to K 2 (a)
12 P to B 5	12 P takes P
13 Kt P takes P (b)	13 B to B 5
14 P to Kt 3 (c)	14 Q to Q 4
15 B to K 2	15 Kt to R 4
16 P takes B (d)	16 Kt takes P
17 Q Kt to Q 2	17 Q Kt to Kt 3
18 K to R sq	18 Kt to R 5
19 R to K Kt sq	19 Kt takes B
20 Q takes Kt	20 Kt takes Kt
21 Kt takes Kt	21 Q takes Kt ch
22 Q takes Q	22 B takes Q ch
23 R to Kt 2	23 B takes R ch (e)
24 K takes B	24 Q R to Kt sq
25 B to B 3	25 R to Kt 6
26 B to Kt 4	26 P to Q B 3
Resigns.	

(a) The opening moves on both sides show such deficiency in the way to conduct a close game that it would be useless to point out their especial weaknesses. On the whole, this is an illustration that half knowledge is worse than complete ignorance.

(b) Ruinous: 13 Q P takes P would provide White with a fine array of Pawns on the Queen's side, and a superior position of pieces.

(c) Just what Black wanted to obtain a powerful attack.

(d) 16 Kt to B 3, 16 Q to B 3, 17 P to Q 5, would break the adverse attack.

(e) Black played in a spirited manner, but the concluding move is poor. Could the White Rook escape?

The following Games were played in the Tournament at the Divan :—

GAME 170.

Scotch Game.

White. G. A. Macdonnell.	Black. J. H. Zukertort.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to B 4
5 B to K 3	5 Q to B 3
6 P to Q B 3	6 K Kt to K 2
7 B to K 2	7 P to Q 4
8 B to B 3	8 B takes Kt
9 P takes B	9 P takes P
10 B takes P	10 Castles
11 Kt to B 3	11 B to B 4
12 Castles (a)	12 B takes B (b)
13 Kt takes B	13 Q to Kt 3
14 Kt to B 5 (c)	14 P to Kt 3
15 Kt to Kt 3	15 Q R to Q sq
16 R to B sq	16 P to B 4 (d)
17 B to B 4	17 Kt to Q 4
18 Q to B 3	18 K R to K sq
19 B takes P	19 R to Q 2
[1st hour]	
20 K R to Q sq	20 P to K R 3 (e)
21 P to K R 3 (f)	21 R to K 5
22 B to Kt 3 (g)	22 Q R to K 2
	[1st hour]
23 Q to Q 3	23 P to B 5
24 Q to B 4 (h)	24 Q Kt to Kt 5
25 P to R 3 (i)	25 P takes B
26 P to B 3 (k)	26 K R to K 3
27 P takes Kt	27 Kt to K 6
28 Q to B 3	28 Kt takes R
29 R takes Kt	29 R to Q B 3 (l)
30 Q to Q 2 (m)	30 R to B 7
31 Q to B 4	31 Q R to K 7
[2nd hour]	
32 P to Q 5	32 R takes P ch
33 K to R sq	33 R to R 7 ch
34 K to Kt sq	34 K R to Kt 7 ch
35 K to B sq	35 Q to B 7
Resigns.	

(a) The first eleven moves are identical with the moves in 7th match-game between Mr. Potter and myself (see the notes on the opening, Westminster Papers, December 1875).

(b) 12 Q R to Q sq was better style. Black wanted, however, to avoid the exchange, B takes Kt, which would lead to Bishops of different colours.

(c) The right way to play the Knight round for protection of the isolated Q P.

(d) 16 R to Q 2 was the soundest continuation. The course chosen by Black gives up a Pawn, but gives him a great superiority of position.

(e) 20 R to K 5 first, was better, I think.

(f) If 21 Q to Kt 3, Black would continue with 21 Q to K 3, and after 22 B to B 4, with 22 P to Q R 4.

(g) White underrates the power of Black's position. He should try to force the exchange of a piece at the cost of a Pawn by

playing 22 B to K 5, or 22 Q to Kt 3, 22 Q to K 3, 23 B to K 5.

(h) Besides the move in the text, White could proceed here with 24 P to B 3. [If 24 B to R 4, then 24 R to K 8 ch, 25 K to R 2, 25 Q takes Q, 26 R takes Q, 26 R takes R, 27 B takes R, 27 R to B 7, 28 B to Q 6 (28 B to R 3, 28 P to Q Kt 4), 28 R takes Kt P, 29 R to Q 2, 29 R takes R, 30 Kt takes R, 30 Kt takes P.]

	24 R to K 8 ch
25 B tks R	25 R takes B ch
26 R takes R	26 Q takes Q
27 R takes Kt	27 Kt to K 6

And although White has two Rooks and a Pawn for the Queen, Black should win by the superiority of his position.

(i) I do not think that White has any move to equalise the game, as the following continuations may show :—

25 P to B 3 (or A)	25 R to K 7
26 R to K sq (or X)	26 P to Kt 4

This fine rejoinder is necessary to dislodge the Queen, which would otherwise, later on, draw the game by perpetual check—

27 Q takes P

If 27 Q to B 8 ch, 27 K to R 2, 28 R takes R (28 B to B 2, 28 R takes B, 29 K takes B, 29 Kt to Q 6 ch, 30 K to B sq, 30 Kt takes R, 31 R takes Kt, 31 Kt to K 6 ch), 28 R takes R, 29 B to B 2, 29 R takes B, 30 K takes R, 30 Q to Kt 6 ch, 31 K to Kt sq, 31 Kt to K 6, forcing the game—

	27 R takes P ch
28 K takes R	28 Q takes B ch
29 K to B sq	29 Q takes B P ch
30 K to Kt sq	30 Kt to Q 6
31 R to K B sq	

White has no better resource.

	31 Q to Kt 6 ch
32 K to R sq	32 Kt to K 6
33 Q to B 6	33 Q takes P ch
34 K to Kt sq	34 R to K 3

X.

26 B to B 2	26 P to Kt 4
27 Q takes P	

If 27 Q to B 8 ch, 27 R to K sq, 28 Q to Kt 4, 28 Q takes Q, 29 R P takes Q. 29 R takes P, and Black will have two passed Pawns and much the superior position.

	27 Kt to K 6
28 P to Kt 4	28 Kt takes R
29 R takes Kt	29 Kt takes P

A.

25 B to R 4	25 R to Q B 2
26 Q to B sq	26 R takes R
27 Kt takes R	27 Q to R 4
28 P to B 3	28 Kt to K 6
29 Q to K 2	

(29 Q to K sq, 29 Q Kt to B 7)

29 R to K sq

winning the exchange.

(k) If 26 P takes Kt, Black forces the game by

26 P takes P ch

27 K to B sq

If 27 K to R sq, 27 R to K 8 ch; if 27 K to R 2, 27 Q to Q 3 ch, 28 P to Kt 3, 28 R to K 8; if 27 K takes P, 27 R to K 7 ch, 28 Q takes R, 28 R takes Q ch, 29 K takes R, 29 Q takes P ch, &c.

	27 R to K 8 ch
28 R takes R	28 P takes R Qng ch
29 R takes Q	29 Q to B 4 ch

and mates in a few more moves.

(l) Much better than the showy coup Q to B 7, which would be met by R to K B sq.

(m) If 30 Kt to B 5, Black wins by

30 P takes Kt

31 Kt P takes P

(31 P to Q 5, 31 Q to Q 3).

	31 K R to K 3
32 P to Q 5	32 Q to B 7
33 R to K B sq	33 R to K 7
34 Q takes Q	34 R takes Q
35 P to Q 6	35 Q R to K 7
36 R to Q sq	36 R takes P ch
37 K to R sq	37 Q R to Q 7

GAME 171.

English Opening.

White. Mr. Potter.	Black. Mr. Macdonnell.
1 P to Q B 4	1 P to Q B 4
2 P to K 3	2 P to K 3
3 Kt to K B 3	3 P to B 4 (a)
4 B to K 2	4 Kt to K B 3
5 Castles	5 P to Q Kt 3
6 P to Q Kt 3	6 B to Kt 2
7 B to Kt 2	7 B to K 2
8 P to Q 4	8 Castles
9 Kt to B 3	9 P to Q 4
10 R to B sq	10 Kt to B 3
11 Kt to Kt 5 (b)	11 B to B sq
12 P takes B P	12 Kt P takes P
13 Kt to R 4 (c)	13 P to K R 3
14 Kt to K B 3	14 Kt to K 5
15 Kt to K 5 (d)	15 Kt takes Kt (e)
16 B takes Kt	16 B to Q 2
[1st hour.]	
17 P to B 3	17 Kt to B 3
18 Kt to B 3 (f)	18 B to B 3
	[1st hour.]
19 K to R sq (g)	19 Kt to Q 2
20 B to Kt 3	20 Kt to Kt 3
21 Q to B 2	21 Q to K sq
22 K R to Q sq (h)	22 P takes P
23 P takes P	23 P to R 3
24 B to Q 6	24 R to B sq
25 R to Kt sq	25 Kt to Q 2
26 B to Kt 3	26 P to Kt 4
27 P to K 4	27 P to B 5
28 B to B 2	28 Q to Kt 3
29 P to Kt 4 (i)	29 Q R to Q sq
30 Kt to R 4	30 P to K R 4
[2nd hour.]	
31 P to K R 3	31 K to B 2
	[2nd hour.]
32 K to Kt 2	32 R to K R sq
33 R to K R sq	33 Kt to B 3
34 Kt to B 3	34 R to Q 2
35 Q R to K B sq	35 B to Q 3
36 B to Q 3	36 B to K 4
37 Kt to Q 5	37 R to Kt 2 (k)
38 Kt takes Kt (l)	38 R to Kt 7
39 Kt takes P	39 R takes Q
40 B takes R	40 R to Q Kt sq
41 R to Q Kt sq	41 R takes R (m)
42 R takes R	42 B to Q 5
43 R to Kt 6	43 B takes B
44 R takes B (n)	44 B to Q 5
45 R takes R P (o)	45 K to K 2
[3rd hour.]	[3rd hour.]
46 B to R 4	46 B to K 4
47 B to Kt 5 (p)	47 B to Kt sq
48 R to Kt 6	48 B to B 2
49 R to B 6	49 K to Q sq
50 R takes B P (q)	50 Q to Kt sq
51 P to K R 4	51 Q to R sq
52 R takes P	52 Q to Kt 7 ch
53 K to R 3	53 Q to B 8
54 R to Kt 8 ch	54 K to K 2
55 K to Kt 2	55 Q to Q 7 ch
56 K to R 3	56 Q to K 8
57 K to Kt 2	57 Q to K 7 ch
58 K to R 3	58 Q takes P ch
59 K to R 2	59 Q to B 7 ch
Resigns.	

(a) The early advance of this Pawn is not advisable, as it must cause great weakness in the centre.

(b) Mr. Potter has well developed his game, and he proceeds now judiciously to assail the weak point in Black's game, its K P.

(c) White could win here at least a Pawn by 13 B to B 3, as the following continuation may show :—

13 B to B 3	13 Kt to K 4

best, I think. If 13 P to K R 3, 14 Kt takes K P, 14 B takes Kt, 15 P takes P. If 13 Kt to K 5, 14 Kt takes K P, &c.

14 P takes P	14 Kt takes B ch

If 14 P takes P, 15 B takes P ch, 15 Kt takes B, 16 Q takes Kt ch 16 Q takes Q, 17 Kt takes Q.

15 Q takes Kt	15 P takes P

If 15 Kt takes P, 16 Kt takes K P, 16 B takes Kt, 17 K R to Q sq.

16 K R to Q sq	16 P to K R 3

If 16 Kt to K 5, 17 K Kt takes Kt, 17 B P takes Kt, 18 Q to K 2, &c.

17 Kt takes P	17 Kt takes Kt
18 R takes Kt	18 Q to R 4
19 R to K 5	

(d) Mr. Potter failed to make the most of his game at the 13th move, and here he offers an exchange which is much in his adversary's favour. 15 Kt to Q 2, I think, was the proper move. Should Black proceed with 15 P to Q 5, White replies, with advantage, 16 B to K B 3.

(e) Mr. Macdonnell seizes the proffered

opportunity,' and his play is, from this point to the end, vigorous and sound.

(f) If 18 P takes P, Black would reply with 18 Kt takes P.

(g) I fail to see the purpose of this move.

(h) 22 Kt to Kt 5 was better.

(i) An advance of very questionable merit. White could obtain some advantage by 29 Kt to Kt 5; should Black then capture the Knight with the Pawn, White rejoins with P takes P, and must win back the sacrificed piece.

(k) A powerful coup. 37 P takes Kt, 38 K P takes P, would be in favour of White.

(l) This capture involves the following sacrifice of the Queen, but White has no better course. 38 R to Q Kt sq would be met by

38 R takes R
39 R takes R

If 39 Q takes R, 39 R to Q Kt sq and 40 R to Kt 7.

39 P takes P
40 B P takes P — 40 P takes Kt
41 K P takes P — 41 Q to R 3
42 R to K R sq — 42 B to Q 2 winning easily.

(m) 41 Q to Kt sq seems better.

(n) 44 K takes B was preferable, as it enabled White to bring his Knight into action.

(o) 45 B to R 4 offered a better chance.

(p) 47 R to R 7 ch or 47 R to R 8 could not change the result, if opposed by the best play, but it would be much more difficult for Black to win, than after the move actually made by White.

(q) White has no means to prevent the fatal entry of the adverse Queen.

GAME 172.

Ruy Lopez

White. Mr. Macdonnell.	Black. Mr. Wisker.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to K B 3
5 Castles	5 P to Q 3 (a)
6 P to Q 4	6 P to Q Kt 4
7 B to Kt 3	7 Kt takes Q P (b)
8 Kt takes Kt	8 P takes Kt
9 B to Kt 5 (c)	9 B to K 2
10 P to Q R 4	10 B to Kt 2
11 P takes P	11 P takes P
12 R takes R	12 Q takes R
13 Kt to R 3	13 Q to R 4
14 Q takes P	14 P to B 4 (d) [1st hour.]
15 Q to Q sq [1st hour.]	15 Castles (e)
16 P to Q B 3	16 R to Q sq
17 B to B 2	17 P to R 3
18 B to K R 4	18 P to Kt 4
19 B to K Kt 3	19 B takes P
20 B takes B	20 Kt takes B
21 R to K sq	21 P to Q 4
22 P to B 3	22 Kt takes B
23 R takes B	23 Kt to B 4 (f)
24 R to K 5	24 P to Q Kt 5
25 Kt to B 2 (g)	25 P takes P (h)
26 P takes P	26 Kt to R 5
27 P to Kt 3	27 Kt to Kt 3
28 R to K 3	28 Q to R 5 (i)
29 Q to Q 3	29 K to Kt 2
30 K to B 2	30 R to Q 2 [2nd hour.]
31 R to K 2 [2nd hour.]	31 Q to Kt 6
32 Kt to K 3	32 P to Q 5
33 Kt to B 5 ch	33 K to R 2
34 Q to R 6 (k)	34 P to B 3
35 P takes P	35 Q to Q 4
36 P to Kt 4	36 P takes P
37 Q takes P	37 P to Q 6 (l)
38 R to K 7 ch (m)	38 R takes R
39 Q takes Kt ch	39 K takes Kt
40 Kt takes R ch	Resigns.

(a) As pointed out many times before, 5 Kt takes P is here considered best.

(b) 7 P takes P would be met by 8 Kt to Kt 5.

(c) White dare not capture the Pawn with the Queen, as he would then lose the Bishop by 9 P to B 4 and 10 P to B 5. 9 P to Q R 4 was perhaps preferable.

(d) If 14 P to Kt 5, White rejoins with 15 B to Q 2.

(e) Black would get a bad game, if he proceed now with 15 P to B 5, *e.g.* :—

15 P to B 5
16 B takes Kt — 16 P takes Q B

If 16 B takes B, 17 Q takes P

17 B to R 2 — 17 P to Kt 5
18 Kt takes P — 18 Q takes B
19 Kt takes P ch — 19 B takes Kt
20 Q takes B — 20 Q to R sq
21 Q takes Kt P — 21 R to Kt sq
22 R to K sq

(f) If 23 Kt to R 4, White may answer 24 R to Kt 7.

(g) 25 R takes Kt would be bad on account of

26 P takes Kt
27 P takes P — 27 Q takes B P

(h) Well played; should White now capture the Knight, Black's Pawns would prove irresistible after 26 P takes P.

(i) Black should prevent the entry of the adverse Knight into his game over K 3 and B 5, and he could do so by 28 P to Q 5 with advantage.

28 P to Q 5
29 P takes P — 29 P takes P
30 Kt takes P (or X) — 30 Q to Kt 3
31 R to Q 3
[31 R to K 4, 31 P to B 4]
31 Kt to K 4
32 R to Q 2 — 32 R takes Kt
33 R takes R — 32 Q takes R ch
33 Q takes Q — 33 Kt takes P ch

winning a piece.

X.

30 R to R 3

(30 R to Q 3 would be followed up by 30 Kt to K 4, and if 31 R takes P, 31 R takes R, 32 Kt takes R, 32 Q to Q sq, and Black must win the Knight.)

30 Q to B 4
31 K to Kt 2 — 31 R to Q B sq
32 R to R 2 — 32 Q to B 5
33 R to Kt 2 — 33 P to Q 6
34 Kt to R 3 — 34 Q to Q 5
35 R to Q 2 — 35 Kt to K 4

(k) Threatening to force the game by 34 Q to K B 6.

(l) 37 R to K B 2 was the only saving move.

(m) A very nice combination, which wins the game in good style.

GAME 173.

Ruy Lopez.

White. Mr. Potter.	Black. Mr. Wisker.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 P to Q 3	5 P to Q 3
6 P to B 3	6 P to K Kt 3
7 P to K R 3	7 B to Kt 2
8 Castles	8 P to R 3 (a)
9 R to K sq	9 Castles
10 P to Q 4 (b)	10 P to Q Kt 4
11 B to Kt 3	11 R to K sq
12 P takes P	12 Q Kt takes P
13 Kt takes Kt	13 R takes Kt
14 B to K B 4	14 R to K sq
15 Kt to Q 2	15 B to Kt 2
16 P to B 3	16 Kt to Q 2 (c)
17 Kt to B sq (d)	17 Q to B 3
18 Q to Q 2	18 K to R 2
19 Kt to R 2 [1st hour.]	19 R to K 2 [1st hour.]
20 Q R to Q sq	20 Q R to K sq
21 B to Kt 3	21 P to Kt 4
22 Kt to Kt 4	22 Q to Kt 3
23 Kt to K 3	23 Kt to B 4 (e)
24 B to Q B 2	24 B to K 4
25 B takes B	25 P takes B
26 Kt to Q 5	26 B takes Kt (f)
27 P takes B	27 P to B 4
28 P te K Kt 4	28 P to K 5
29 P to Kt 4	29 Kt to Q 6
30 B takes Kt (g)	30 Q to Kt 3 ch [2nd hour.]
31 Q to B 2	31 Q takes Q ch
32 K takes Q	32 P takes B
33 R takes R ch	33 R takes R
34 R takes P	34 P to B 5
35 P to Q 6	35 P takes P
36 R takes P [2nd hour.]	36 R to Q B 2
37 R to Q 3 (h)	37 K to Kt 2 (i)
38 K to K 2	38 R to B 3
39 K to Q 2	39 K to B 3
40 R to Q 4	40 R to K 3
41 P to B 4	41 P takes P
42 R takes P (k)	

(a) Loss of time.

(b) This advance will open the diagonal of the adverse K B, and must be, therefore, disadvantageous.

(c) Black has, at this juncture, the superior game, and he could still more improve his position by 16 P to Q 4, as the following continuation may show:

	16 P to Q 4
17 P to K 5	

If 17 P takes P, 17 Kt takes P with a fine attacking position. If 17 B to B 2, Black may change off at K 5, which would lead to isolating the adverse K P.

	17 Kt to R 4
18 B to R 2	18 Q to Kt 4

and Black must win the K P, as 19 Q to K 2 will be met with 19 Kt to B 5.

(d) Mr. Potter's play is from this point very good. After a series of well conceived moves he has not only an even, but the superior game.

(e) Driving the adverse Bishop into a most powerful position. 23 Kt to K 4 was the proper move.

(f) Forced. If 26 R to Q 2, White rejoins with 27 P to Q Kt 4, *e.g.*—

	26 R to Q 2
27 P to Q Kt 4	27 P to Q B 3
28 P takes Kt	28 P takes Kt
29 P takes P	29 P to B 4
30 P to Kt 4	

(g) 30 P takes B P would lose, on account of 30 Q to Kt 3 ch.

(h) White should proceed with 37 R takes Q R P, 37 R takes P, 38 R to R 5, 38 R to B 7 ch, 39 K to B sq, 39 R to R 7, 40 R takes P, 40 R takes Q R P [40 R takes K R P, 41 K to Kt 2, 41 R to Kt 6 ch, 42 K to B 2, 42 R to R 6, 43 P to R 4] 41 R to Kt 8, and White ought to win.

(i) 37 R to K 2, cutting off the adverse King from the Queen's side, should lead to a draw; an opinion shared also by Mr. Potter.

(k) The game was here adjourned, and then resigned, by Mr. Wisker. White of course must now win.

GAME 174.

White. Mr. Macdonnell.	Black. Mr. Potter.
1 P to K B 4	1 P to K B 4 (a)
2 P to Q Kt 3	2 P to Q Kt 3
3 B to Kt 2	3 B to Kt 2
4 P to K 3	4 P to K 3
5 Kt to K B 3	5 Kt to K B 3
6 B to K 2	6 B to K 2
7 Castles	7 Castles
8 P to B 4	8 P to B 4
9 Kt to R 3 (b)	9 P to Q 4 (c)
10 Kt to B 2	10 Kt to B 3
11 R to Q B sq	11 R to Q B sq (d)
12 B to Q 3 (e)	12 Q to Q 2
13 Q to K 2	13 Q R to Q sq
14 Q R to Q sq	14 P to Kt 3
15 K to R sq	15 B to Q 3 [1st hour.]
16 Kt to Kt 5 [1st hour.]	16 B to Kt sq (f)
17 Q to K sq	17 P to K R 3
18 Kt to B 3	18 Q to K 2
19 Q to R 4	19 Kt to K R 4
20 Q to R 3 (g)	20 P takes P
21 B takes P	21 Kt to R 4
22 B to K 2	22 Q to R 2
23 Kt to K 5	23 Kt to K B 3
24 B to K B 3	24 B takes Kt
25 Q B takes B	25 B takes B
26 Q takes B	26 Q to Q Kt 2
27 Q to Kt 3	27 K to R 2
28 Q to R 4	28 Kt to Kt sq
29 Kt to K sq	29 Q to K 2
30 Q to R 3 [2nd hour.]	30 Kt to Q B 3
31 B to B 3	31 Kt to B 3 [2nd hour.]
32 Kt to B 3	32 Kt to K Kt 5
33 Q to Kt 3	33 R to Q 2
34 P to K R 3 (h)	34 Kt to B 3
35 B to Kt 2 (i)	35 Kt to K 5
36 Q to R 2 (k)	36 Kt to Kt 5
37 Kt to K 5	37 R to Q 4
38 P to Q 3	38 Q to Q sq (l)
39 Kt takes P (m)	39 R to Kt sq (n)
40 Kt to K 5	40 Kt to Kt 6 ch
41 K to Kt sq	41 Kt takes R
42 R takes Kt	42 Kt takes Q P
43 B to B 3	43 Kt takes Kt
44 P takes Kt	44 Q to Kt 4
45 R to B 3 [3rd hour.]	45 R to Q 8 ch [3rd hour.]
46 K to B 2	46 R to Q B 8
47 B to Q 2	47 R to B 7
48 K to K sq	48 Q takes Kt P
49 R to B 2	49 Q takes Q
50 R takes Q	50 R takes P
51 P to K 4	51 P takes P
52 R to K B 2	52 R to Kt 8 ch
53 K to K 2	53 R to Kt 6
Resigns	

(a) 1 P to K 3 or 1 P to Q 4 seems better.

(b) White developes his game according to the old principles of close games, which were practised by A. Macdonnell in the celebrated match with Labourdonnais. This line of play, however, did not stand the test, and was, in fact, scattered to the winds by the French master.

(c) Why not 9 Kt to B 3? The advance of the Q P in this opening weakens the centre, and ought only to be made when forced.

(d) To no purpose; I think 11 Q to Q 2, and 12 Q R to Q sq, would save a move.

(e) 12 Kt to K sq, followed by 13 Kt to Q 3, was a more promising line of play.

(f) Black could attack the Knight at once by 16 P to K R 3, as the sacrifice of the Knight would prove unsound, *e.g.*:—

	16 P to K R 3
17 B takes Kt	17 R takes B
18 Kt takes K P	18 P takes P
19 B takes Q B P	19 R takes Kt

and Black will remain with two Bishops against Rook and Pawn.

(g) Mr. Potter points out that White could obtain the better game by:

20 P takes P	20 P takes P

[20 R takes P, 21 B to B 4.]

21 P to K Kt 4.

(h) Driving the adverse Knight into action.

(i) 35 B takes Kt was indispensable.

(k) Certainly not pleasant, but forced. If 36 Q to K sq, Blacks wins by 36 Kt to Kt 5.

(l) Better than 38 K R to Q sq, which could be met with

39 P to Q 4	39 P takes P
40 P to Q R 3 and	
41 Kt to B 6	

(m) An attempt to draw the game if the sacrifice should be accepted, *e.g.*:—

	39 K takes Kt
40 P takes Kt	40 R takes R
41 Q to Kt 3 ch	41 K to B 2
42 Q to Kt 7 ch	42 K to K sq
43 Q to Kt 6 ch	43 R to B 2
44 Q takes P ch	44 K to B sq
45 Q takes P ch	55 K to K 2
46 Q to R 4 ch, &c.	

(n) The right reply, which carries the game in a few moves.

GAME 175.

Sicilian Opening.

White.	Black.
MR. J. H. ZUKERTORT.	MR. JANSSENS.
1 P to K 4	1 P to Q B 4
2 Kt to Q B 3	2 P to K 3
3 Kt to K B 3	3 Kt to Q B 3
4 P to Q 4	4 P takes P
5 Kt takes P	5 Kt takes Kt (a)
6 Q takes Kt	6 Kt to K 2
7 B to K B 4 (b)	7 Kt to B 3
8 Q to Q 2	8 B to Kt 5
9 B to K 2 (c)	9 Castles
10 Castles	10 Q to R 4
11 P to Q R 3	11 B takes Kt
12 P takes B	12 P to Q 4
13 P to K 5	13 P to Q R 3 (d)
14 Q to K 3	14 B to Q 2
15 Q to Kt 3	15 Kt to K 2
16 B to Q 3	16 Q R to B sq
17 B to Q 2 (e)	17 Kt to Kt 3 (f)
18 P to K R 4	18 K to R sq [1st hour.]
19 P to R 5	19 Kt to K 2
20 P to R 6	20 Kt to Kt 3 (g)
21 P takes P ch	21 K takes P
22 B to K Kt 5 (h)	22 R to K Kt sq
23 B to B 6 ch	23 K to B sq
24 Q to R 3	24 Q to R 5
25 Q to R 6 ch	25 K to K sq
26 Q takes P	26 Kt to K 2
27 P to K B 4 (i)	27 B to B 3
28 R to B 2	28 P to Q 5
29 P to B 5	29 B to Q 4 (k)
30 P takes K P	30 B takes K P
31 Q R to K B sq	31 R to K B sq (l) [2nd hour.]
32 B to Kt 7 (m)	32 R to K Kt sq
33 R takes P [1st hour]	33 B takes R
34 R takes B	34 Q takes R P (n)
35 R takes Kt ch	35 K takes R
36 B to R 6 dis ch	36 K to K 3 (o)
37 B to B 4 ch	37 K takes P
38 B takes R	38 Q takes P (p)
39 Q to K 7 ch	39 K to B 4
40 B to R 7 ch (q)	40 K to Kt 5
41 Q to Kt 5 ch	mate

(a) Not a commendable continuation.

(b) The soundest line of play was 7 Kt to Kt 5, 7 Kt to B 3, 8 Kt to Q 6 ch, 8 B takes Kt, 9 Q takes B.

(c) B to K 2 is the right move in the usual continuations of the Sicilian. At the present position, however, B to Q 3 seems preferable.

(d) Loss of time. Black could force here the exchange of Queens by 13 P to Q 5, but his chances in the end-game would not be bright, *e.g.*—

	13 P to Q 5
14 P takes P	14 Q takes Q
15 B takes Q	15 Kt takes P
16 B to Q 3	

(e) 17 B takes P ch, 17 K takes B, 18 Q to R 4 ch, 18 K to Kt sq, 19 Q takes Kt, would lead but to a draw on account of the remaining Bishops of different colours.

(f) If 17 P to Q 5, White wins a Pawn by 18 B to K Kt 5, 18 Kt to Kt 3 [18 Kt to B 3, 19 B to B 6] 19 P takes P.

(g) Best. If 20 P takes P, White forces the game with 21 Q B takes P, 21 R to K Kt sq, 22 Q to R 4. If 20 R to K Kt sq, White rejoins with 21 B to K Kt 5; if 20 P to K Kt 3, the continuation would be 21 B to K Kt 5, 21 Kt to Kt sq, 22 Q to B 4.

(h) The move in the text keeps up the attack for a longer time, I think, than any other, save 22 Q to R 2, which would but lead to a transposition of moves, *e.g.*—

22 Q to R 2	22 P to R 4 (best)

[22 R to K Kt sq, 23 Q to R 6 ch, 23 K to R sq, 24 B to K Kt 5.]

23 B to K Kt 5	

(Much inferior is 23 Q takes P, 23 R to K R sq, 24 Q to Kt 5, 24 Q R to K Kt sq.)

	23 R to K Kt sq
24 Q takes P	24 K to B sq

(i) Preventing the intended sally of the adverse Queen to K Kt 5, and bringing the Rooks into co-operation.

(k) This, or B to Q 2, were the only saving moves. 29 P takes Q B P would be met with 30 P takes P, and 27 P takes K B P, with 30 P to K 6.

(l) White threatened 32 B takes Kt, 32 K takes B, 33 R takes P ch, &c.

(m) White could obtain a won end-game by 32 B takes Kt, 32 K takes B, 33 Q to R 4 ch, and 34 Q takes Q P. The move in the text introduces a final combination, which forces, by a few strokes, the game in every variation.

(n) The only rejoinder which prevents the immediate mate, as the following variation may show:—

	34 K takes R (or A and B)
35 B to B 6 dbl ch	35 R to Kt 2
36 Q takes R ch	36 K to K 3
37 Q to K 7 ch	37 K to Q 4
38 Q to Q 6 ch and mate	

A.

	34 R takes B
35 Q takes R	35 Q takes R P
36 P to K 6	

B.

	34 Q to Q 2
35 R takes Kt ch	35 K takes R

[35 Q takes R, 36 Q takes R ch, 36 K to Q 2, 37 B to B 5 ch.]

36 B to B 6 dbl ch	36 K to K 3
37 B to B 5 ch	37 K to Q 4

38 Q takes Q ch and mates in three more moves.

(o) If 36 K to Q sq; White proceeds with

37 B to R 5.

(Much stronger than capturing the Rook at once.)

	37 Q to K2
38 Q takes R ch	38 K to B 2

[If 38 Q to K sq, 39 Q to Q 5 ch, mating in three more moves.]

39 Q takes R ch	39 K to Kt 3
40 P takes P	

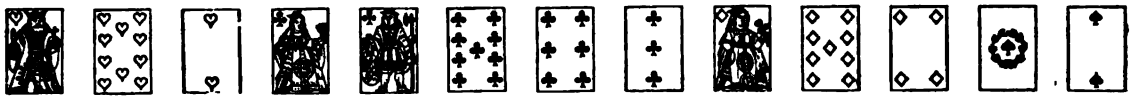
(p) Black could prolong the contest by giving up the exchange.

(q) Playing hastily, White overlooks 40 Q to K 6 ch mate.

No. 120.—DOUBLE DUMMY PROBLEM.

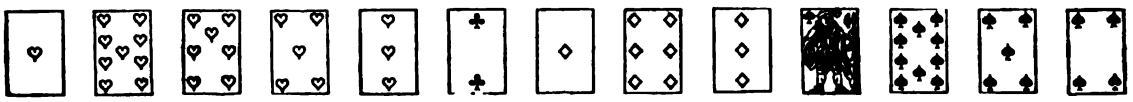
By Mr. F. H. Lewis.

A's Hand.

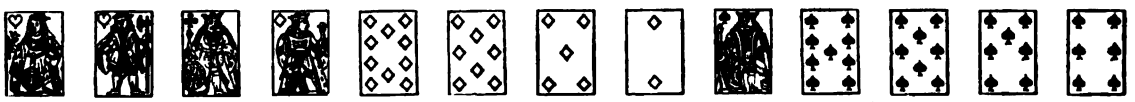


X's Hand.

B's Hand.



Z's Hand.



Diamonds trump. A to lead. Which side makes the odd trick?

DOUBLE DUMMY PROBLEM No. 120.

For the best analysis and solution of this problem any volume of The Westminster Papers will be sent, or a copy of Mr. Clay's or Cavendish's Book, at the choice of the winner.

SOLUTION to DOUBLE DOUBLE PROBLEM, No. 119.

By J. A. M., Maryhill.

1. A leads Ace of Clubs, X Club 3, B Club 8, Z Club 2.
2. A leads Queen of Clubs, X Club 5, B Club 9, Z Club 4.
3. A leads Heart 3, X Heart 10, B Heart Queen, Z Heart 2.
4. B leads Club King, Z Club 6, A Spade 7, X Club Knave.
5. B leads Club 10, Z Club 7, A Heart 6, X Spade 6.
6. B leads Diamond 2, Z Diamond 9, A Diamond King, X Diamond 3.
7. A leads Diamond 7, X Diamond 10, B Diamond Ace, Z Spade 2.
8. B leads Diamond 6, Z Spade 3, A Diamond 5, X Diamond Knave.
9. X leads Heart King, B Heart Ace, Z Heart 5, A Heart 7.
10. B leads Spade 5, Z Spade 4, A Spade Ace, X Spade Queen.
11. A leads Diamond Queen, X Diamond 4, B Spade 8, Z Spade 9.
12. A leads Diamond 8, X Heart Knave, B Heart 4, Z Spade 10.
13. A leads Spade Knave, X Spade King, B Heart 8, Z Heart 9.

A and B make 11 tricks.

Correct Solutions by W. C. H., W. W. Temple, J. A. M., Maryhill; D. L. N., Delta, Placeman, Rumble, Senga, Minor, Pembridge and T. S. T. All others wrong.

WHIST JOTTINGS.—LAZY PLAYERS.

THERE are few things less satisfactory than to sit down to play with a lazy man for a partner. He does not collect or shuffle the cards. He leaves them where they happen to be, instead of putting them in their proper place; he leans on the table or sits back in his chair, balanced on its two hind legs. He cares nothing for the game, or pretends not to do so. He plays as if, to his great intellect, Whist was child's play, and he thinks he plays with the same accuracy and attention as the man who is devoting his whole thoughts to the subject. When the crisis arises (as in the course of events it must) the one player is prepared for the emergency, and the other has to play by chance. The one plays with an accurate knowledge of what he is doing, and the other knows nothing. In the long run vigilance must tell and the lazy man must be the loser. If you are of a speculative turn of mind never back a lazy player. We saw a game lost during the last month because a player was too lazy to take up the trump card. The original leader led trump 2, second hand put on 3, the third played the 10, and the dealer left the trump card as played to the trick. This card was the 8, his partner had the 9, and an observant player assumed, as was apparently the fact, that the dealer had no other trump. Later on in the hand his partner could have saved the game had he known or suspected that his partner had a trump, and he failed to take the chance, on which the lazy player, alive only to the loss of the game, scolded his partner for not forcing him. The player had the 7 and 4 of trumps left, and it was from sheer laziness and nothing else that made him leave the trump card on the table. It is useless pointing out now that it is advisable to give a good partner a general idea of your hand. It is useless, we say, to talk on the subject when all men, at all hazards, will play false, and all seem determined to give up the partnership principle, and each man plays on his own account, but even then we see no reason for paying 8d when 4d is just as effective. Although the reason we give for the play of the 8 was the true one, we have no doubt the player would allege that he often wins by playing dark. No doubt he does. It is not a question of a single example of loss or gain, but which in the long run brings the most satisfactory result. Can a good player make the most of the hand by being misinformed of the position of 2 trumps in the first round? Sooner or later the time must come for counting his cards, and what is he to place in his partner's hand to fill the place of these two cards. There is no doubt that skill at Whist does tell. To a bad player the loss of a trick here and a trick there seems to be of no consequence, but in the long run each of those tricks lost must mean so many shilling or pounds lost. If in a day's work we lose £1 or £2, at the end of the year our income must be so much the less, and our balance at the bank will be in an unsatisfactory state. If this is so, and we apprehend no one can doubt it, why do not players make the same allowance for the loss of a trick arising from carelessness, inattention, or want of skill. It may be they will make up for it next time, and they may; but then again, they may not. The loss of a trick is equal to the loss of a point, plus the chance of the rubber points, and winning or losing a rubber often makes a considerable difference to the players and outsiders. Notwithstanding the advantage that the good players have over bad, the difference is more marked by the ignorance of the bad player than the skill of the good player. The good general takes advantage of his adversaries' blunders, but there are more games lost by the weak and careless play on one side than by the skill of the other.

The careless player is often wakened up by the sight of good cards. Then, instead of the listless manner in which he was sitting in his chair, he draws up to the table with an appearance of interest in the matter in hand that he did not previously exhibit. He sits in one position when he has good cards, and in another when he has bad. Watch the faces round the table, nay, watch the way in which such an one sits, and you can tell at once whether he has a good or bad hand. This is not intentional, but this should not be. By face, voice, gesture, or manner; no intimation should be given of the state of your hand. The game, however, does not consist in playing good cards well, but rather in playing a bad hand well. That there is skill in playing to the score with a good hand no one doubts, but it is far more difficult to play a bad hand well, and the attention to the game is of more importance at one juncture than the other. Probably there is no point in Whist so remarkable to a looker-on as the recklessness with which men make their discards, unless it is the certainty after three or four rounds and two or three discards that the reckless player will forget the first discard on each side. We think we have seen more rubbers lost by this last fault than by all other faults put together. No skill is necessary to remember your partner's first discard, and a moment's reflection should tell whether your partner was playing on the assumption that you are strong or weak. Our point is, not that they do not let their minds go through the reasoning process, but that they forget altogether which was the first discard, and of course they cannot reason on what they have no premises to argue from. After two or three discards the player has to choose a suit to lead, and he intends to play from the information he has obtained of his partner's hand. We venture to say that nine times out of ten it is the last discard alone that the leader now remembers. We do not pretend that this is Whist, but this is the game called Whist as ordinarily played.

There are some who discard only for the purpose of mystifying every one. They seem to take an insane pleasure in throwing away high cards when they have small ones, and if one of these happen to be your partner, and he deceives you, he seems astounded. They have their reward, and with them it is useless to

talk. A simple straightforward game is unknown to them. If they win once, they are satisfied for a day's losses, and they take credit for the success, and forget all previous failures. Provided the pockets of themselves and partners will stand it, we see no objection to their style of play, but we do wish they would not try on these little games when their partner's pocket is nearly threadbare.

There is a little point that often arises that we submit for the consideration of young players. Original lead of Club 2 won 3rd hand with Ace; not returned. Late in the hand, the original leader has to continue his suit, and he plays another small card. You want two tricks to save or win the game. You have Knave and another left. Which is the best chance of getting these two tricks? 3rd hand has not King or Queen. Leader has not King, or he would have led it. By putting on the Knave you may save your partner's King, and thus save the game. We have often seen this position, and we hardly ever see the Knave put on. The original leader has probably led from Queen to 4 of the suit. If you do not make the Knave on the 2nd round, it will fall to the Queen on the 3rd. You have lost nothing, and may gain. You have done what all Whist players should do, viz.: Take a chance in your favour. You make the Knave do the duty of the King. The inferior piece has the force of the superior. If a player now-a-days (2nd hand) has Ace, King, or Ace, King, Queen, and the original leader attacks that suit, it is the fashion, no matter what is the strength of the hand, to play the Ace. There are positions where the play may be defensible. The players may be so bad that it is best to play for your own hand alone, but then it should be borne in mind that this is not Whist as played on the partnership principle, and can only answer when you have such a proponderance of cards that it does not matter how you play.

DEAN SWIFT'S CARD ACCOUNT.

We extract the following from Forster's Life of Swift:—It may amuse the reader if from the same curious and very interesting records [Swift's Note Book] I show something of Swift's card-playing. Here is a note of his gains and losses as far back as 1702-3, when his principal games were Picquet and Ombre, and his principal antagonists Perceval Sterne (afterwards Dean) and the Bishop of Clogher:—

LOST. 1702—1703.	£	s	d
Since November 1st, a bet	0	10	0
February 10th, Picquet with Perceval	0	8	6
May 21st, Picquet, Perceval	0	4	0
November 29th, Ombre, B. Clogher	0	4	6
	£1	7	0

WON.	£	s	d
February 11th, Ombre	2	10	0
„ 12th, Picquet	0	16	6
April 16th, Ombre at Kings	0	2	8½
„ 17th, Picquet with Dean Sterne	0	1	9
	£3	10	11½

An entry as to the closing months of 1708-9 shows the result of his games of Picquet and Ombre with Lord Berkeley, at Cranford and Epsom, with Fontaine, Mrs Barton, and Mrs. Finch, and with Mrs. Long, at the Vanhomrighs:—

LOST. 1708—1709.	£	s	d
November 22nd to 27th, Picquet at Cranford	1	10	0
December 2nd, Ombre, Lord Berkeley and Sir A. F.	0	16	6
December 6th, Picquet, Lord Berkeley	0	8	0

WON.	£	s	d
November 5th, Lord B. and Ombre at Epsom	1	1	6
December 4th, Bartons, Ombre	0	2	0
„ 29th, Picquet, Mrs. Finch	0	0	6
January 20th, Ombre, Long, Vanhomrighs	0	0	6

To this I add the entries, covering his time in Ireland, after the stay with his mother at Leicester, from the Autumn of 1709, up to the eve of his departure for London in August 1710. This period includes for his principal antagonists, Percival, a friend of his named Barry Wesley, his curate, Warburton, and the Vicar of Trim; the games played doubtless while he was at Saracor. There are also games with P.Pt. Walls, Stoyle, Manley, the Dean and the Bishop, and besides Ombre and Picquet, they appear to have comprised Basset Tables and "Whish."

LOST.

1709.	£	s	d
September 26th, Ombre Walls, Ombre Morgd. before	0	1	1
October 5th, Picquet, Perceval	0	1	0
„ 8th, Picquet, Barry	0	10	0
„ 8th, Picquet id	0	4	8
„ 11th, Picquet id	0	1	1
„ 15th, Ombre, Barry's	0	5	7
„ 18th, „ Wesley	0	5	5
„ 19th, Picquet, Barry	0	2	2
	£4	18	4
	4	2	4
Won this year	£0	16	0
November 2nd, Ombre, Perceval, Barry	0	6	10
„ 4th, Picquet, Barry	0	2	2
„ 9th, Ombre and Picquet, Perceval and Barry	0	10	10
„ 22nd to December 20th, at Clogher With B. and Dean, and Cards and Tables, in all	0	16	0
1709—1710.			
December 28th, Tables, Wesley	0	4	4
„ 31st, Ombre, Raymd. Morgan	0	2	2
January 24th, Ombre, P.Pt. and Lei	0	1	4
„ 26th, Picquet, Bp. Cl.	0	0	6
February 3rd, Ombre, Mrs. Manley	0	2	9
„ 6th, Ombre, Mrs. Manley	0	1	1
„ 7th, Ombre, Walls	0	2	10
„ 18th, Ombre, P.Pt.	0	0	11
March 15th, Tables, Wesley	0	3	3
„ 24th, Basset, Walls P.Pt.	0	0	8
„ 27th, Lost for P.Pt.			
„ 30th, Lost for P.Pt.			
April 5th, Ombre, Std. Walls	0	0	5
May 18th, Ombre, Barry, Perceval	0	2	6
„ 20th, Ombre, Barry, Perceval (the last)	0	9	2
June 8th, Ombre, Walls	0	4	2
1710.			
June 26th, Ombre, Walls, Manley	0	3	11
July 22nd, Ombre, Punch Jo Warb	0	1	2
August 1st, Ombre, Walls	0	0	9
„ 7th, Pd. for P.Pt. Walls, Ombre	0	1	1
„ 23rd, Ombre, Walls, Stoit			

WON.

1709.	£	s	d
September 8th, Ombre for P.Pt.	0	4	0
„ 9th, Ombre for P.Pt.	0	2	0
„ 16th, Walls, Dean St. P.Pt.	0	0	8
„ 17th, Ombre, id	0	1	8
„ 22nd, Ombre, id	0	2	10
„ 24th, Ombre	0	2	0
„ 28th, Ombre, Trm. Raymd.	0	1	10
October 13th, Piquet, Barry	0	5	0
„ 24th, Ombre, Rayd.	0	0	8
„ 26th, Piquet, Barry	0	2	2
„ 31st, Basset, Raymd.	0	1	4
November 7th, Ombre, Raymd., &c.	0	2	7
„ 8th, Ombre, Perceval, Barry	0	5	8
„ 8th, Ombre and Whish, Raymd. and Morgan	0	2	4
November 7th, Ombre, Raymd., &c.	0	2	7
„ 8th, Ombre, Perceval, Barry	0	5	8
„ 8th, Ombre and Whish, Rayd., Morgan	0	2	4
1709—1710.			
December 26th, Tables, Wesley	0	6	6
„ 27th, Ombre, Raymd., Morgan	0	1	1
January 3rd, Ombre, D. Sterne	0	2	5
March 6th, Basset, Say, &c.	0	2	0
„ 14th, Basset, Perceval	0	0	6
„ 21st, Ombre, Raymd., P.Pt.	0	4	4
„ 22nd, Ombre, Mrs. Walls	0	5	6
April 6th, Ombre, Manley, Walls	0	3	2
June 13th, Ombre, Mrs. Tighe, Barry	0	6	6
1710.			
June 21st, Ombre, D. Ste., Walls	0	3	4
July 27th, Ombre, Manley P.Pt.	0	4	11
August 5th, Ombre, Walls P.Pt.	0	1	4

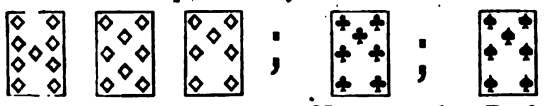
[It may interest our readers to observe the money for which a man played at cards of the upper middle class of life, mixing with the higher class in 1710. Compare these sums with those for which men now play. No one can allege that in play such as Swift's there was anything but innocent amusement. Can we say the same of the play at the present time. It may be well to note also the accuracy with which Swift kept his accounts. We never saw pence entered in any modern card-book, and we fear there are few who enter the shillings, yet we have an adage, "Take care of the pence and the £'s will take care of themselves. Swift, as a parson, saw no wrong in card play; nor do we, provided only men play according to their means.—Ed. *W. P.*]

ECARTÉ.

Calculations for Dealer.

Dealer Hand I.—Three trumps and any other two cards.

Case calculated
Diamonds trumps



Possible hands for Leader.		No proposal	Dealer wins	Leader wins.
Three or more trumps	See table	946		
2 T 3 Kings.	$\frac{43}{2} \times \frac{321}{23}$	6		
2 T 2 K any card	$\frac{43}{2} \times \frac{52}{2} \times 19$	342		

Possible hands for L		No proposal	Dealer wins	Loser wins.
2 T 1 K 2 other cards	$\frac{42}{2} \times 3 \times \frac{19 \cdot 18}{2}$	3,078		
2 T Q guarded A 1 B C	$\frac{42}{2} \times 1 \times 5 \times 13$	390		
2 T Q guarded B 1 A C	$\frac{42}{2} \times 1 \times 5 \times 13$	390		
2 T Q guarded C 1 A B	$\frac{42}{2} \times 1 \times 6 \times 12$	432		
2 T 3 A	$\frac{42}{2} \times \frac{6 \cdot 5 \cdot 4}{2 \cdot 2}$	120		
2 T 3 B	$\frac{42}{2} \times \frac{6 \cdot 5 \cdot 4}{2 \cdot 2}$	120		
2 T 3 C	$\frac{42}{2} \times \frac{7 \cdot 6 \cdot 5}{2 \cdot 2}$	210		
2 T 2 A 1 B C	$\frac{42}{2} \times \frac{5 \cdot 4}{2} \times 13$			780
2 T 1 A 2 B C	$\frac{42}{2} \times 6 \times \frac{13 \cdot 12}{2}$			2,412
2 T 2 B 1 C	$\frac{42}{2} \times \frac{5 \cdot 4}{2} \times 7$			420
2 T 1 B 2 C	$\frac{42}{2} \times 6 \times \frac{6 \cdot 5}{2}$			540
1 T 4 A	$4 \times \frac{7 \cdot 6 \cdot 5 \cdot 4}{2 \cdot 2 \cdot 4}$		140	
1 T 3 A 1 B	$4 \times \frac{7 \cdot 6 \cdot 5}{2 \cdot 2} \times 7$			980
1 T 3 A 1 C	$4 \times \frac{7 \cdot 6 \cdot 5}{2 \cdot 2} \times 8$		1,120	
1 T 2 A 2 B	$4 \times \frac{7 \cdot 6}{2} \times \frac{7 \cdot 6}{2}$			1,764
1 T 2 A 1 B 1 C	$4 \times \frac{7 \cdot 6}{2} \times 7 \times 8$			4,704
1 T 2 A 2 C	$4 \times \frac{7 \cdot 6}{2} \times \frac{8 \cdot 7}{2}$		2,352	
1 T 1 A 3 B	$4 \times 7 \times \frac{7 \cdot 6 \cdot 5}{2 \cdot 2}$			980
1 T 1 A 2 B 1 C	$4 \times 7 \times \frac{7 \cdot 6}{2} \times 8$			4,704
1 T 1 A 1 B 2 C	$4 \times 7 \times 7 \times \frac{8 \cdot 7}{2}$			5,488
1 T 1 A 3 C	$4 \times 7 \times \frac{8 \cdot 7 \cdot 6}{2 \cdot 2}$		1,568	
1 T 4 B C	$4 \times \frac{15 \cdot 14 \cdot 13 \cdot 12}{2 \cdot 3 \cdot 4}$		5,460	
No trumps	See table		26,334	
		6,034	36,974	22,772

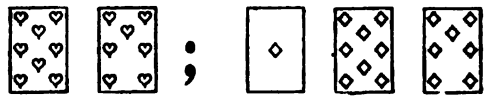
The dealer refuses cards in this hand although the odds are considerably less than two to one in his favour, because he can only take two cards, and may have to give the leader four or even five. This gives the leader a chance of taking in the K of trumps, so much greater that it is better for the dealer to play.

This peculiar combination will be of extremely rare occurrence. If the dealer's trumps are 7 8 and 10 in place of 7, 8, 9 (supposing the trump card to be an honour), or if either of his plain suits contains a 9 in place of a seven—the odds are more than two to one in his favour.

Out of 2415 times that he holds three trumps the odds will be two to one, at least, in his favour 2414 times. We would have given the calculation in this case 7, 8, 9 T, 9 A, 7 B, if for the reaons given it were not always right for the player to refuse cards with three trumps.

Dealer Hand II.—Two trumps, and three of a suit, headed by Ace at least.

Case calculated
Hearts trumps



Three or more trumps	See table	2,206
2 T 3 Kings	$\frac{5 \cdot 4}{2}$	10
2 T 2 Kings 1 A B C	$\frac{5 \cdot 4}{2} \times 3 \times 18$	540
2 T 1 King 2 A B C	$\frac{5 \cdot 4}{2} \times 3 \times \frac{18 \cdot 17}{2}$	4,590
2 T 3 A	$\frac{5 \cdot 4}{2} \times \frac{4 \cdot 3 \cdot 2}{2 \cdot 2}$	40
2 T 3 B	$\frac{5 \cdot 4}{2} \times \frac{7 \cdot 6 \cdot 5}{2 \cdot 2}$	350

Possible hands for L		No proposal	Dealer wins	Leader wins
2 T 3 C	$\frac{5\cdot4}{2} \times \frac{7\cdot6\cdot5}{2\cdot3}$	350		
2 T Q guarded A 1 B C	$\frac{5\cdot4}{2} \times 3 \times 14$	420		
2 T Q guarded B 1 B C	$\frac{5\cdot4}{2} \times 6 \times 11$	660		
2 T Q guarded C 1 A B	$\frac{5\cdot4}{2} \times 6 \times 11$	660		
2 T Any other cards not included above	See table			5,680
1 T 4 A	$5 \times \frac{5\cdot4\cdot3\cdot2}{2\cdot3\cdot4}$			25
1 T 3 A 1 B C	$5 \times \frac{5\cdot4\cdot3}{2\cdot3} \times 16$			800
1 T 2 winning A 2 B C	$5 \times 3 \times \frac{16\cdot15}{2}$			1,800
1 T 1 winning A 1 low A 2 B C *	$5 \times 3 \times 2 \times \frac{16\cdot15}{2}$		2,820	780
1 T 2 low A 2 B C	$5 \times 1 \times \frac{16\cdot15}{2}$		600	
1 T winning A 3 B C	$5 \times 3 \times \frac{16\cdot15\cdot14}{2\cdot3}$			8,400
1 T low A 3 B C	$5 \times 2 \times \frac{16\cdot15\cdot14}{2\cdot3}$		5,600	
1 T 4 B C	$5 \times \frac{16\cdot15\cdot14\cdot13}{2\cdot3\cdot4}$		9,100	
No trump	See table		20,349	
		9,826	38,469	17,485

* If the leader plays from his strongest guarded suit he will lead A with this hand 2,820 times, and lose. His B or C suit will be strongest in 780 cases. Divided accordingly.

(To be continued.)

DRAMATIC NOTES.

THE peculiarities of Easter this year were not confined to the weather. A quantity of plays of all kinds were either produced for the first time, or revived, at the London Theatres, such as has never been known before within our recollection. When we stated our opinion last month, in opposition to the charge of stagnation brought against the stage, that it had not been for a long time in so lively a condition, we were not prepared for such an abnormal liveliness as this Easter has brought forth; a liveliness displayed no less in the variety than in the number of novelties. To begin the list of events, a new theatre has been opened. Its name—the Aquarium—is a mark of the progress of civilisation, but the odd part about it is, that it is situated in an Aquarium where there are few if any fish; and that as the legitimate objects of the Aquarium are gradually developed, the attractions of the theatre will probably diminish. The new plays comprise a tragedy by Mr. Tennyson, a demi or domestic tragedy by Mr. Wilkie Collins, a melodramatic comedy by Mr. Byron at the Prince of Wales's, a comic melodrama, *Struck Oil*, at the Adelphi, a three-act piece, the *Great Divorce Case* at the Criterion, and a nautical transpontine drama at the Surrey. The St. James's and the Royalty are devoted to comic operas, the Charing Cross has been opened "with varieties" by Mr. Hollingshead, and a new spectacle has been produced at the Alhambra. Besides these, there is an Italian tragedian, Signor Rossi, at Drury Lane, and a German *tragedienne*, Mdle. Janauschek, at the Haymarket. It will thus be seen that stagnation is the most inappropriate term for the present condition of the stage, and none the less inappropriate because there has been an excessive proportion of failures amongst the more important ventures. It is not to be denied that the higher the aim, the greater has been the miss; that Rossi has not come up to the expectations formed of him, that Mr. Tennyson's *Queen Mary* is tedious, Mr. Collins's *Miss Gwilt* unnatural, and Mr. Byron's *Wrinkles* clumsy and stupid. But the fault lies with the tragedian in the first instance, and with the author in the others; not with the stage, which, in the cases of Mr. Tennyson, Mr. Collins, and Mr. Byron, has done its best with poor or unfit materials. If these eminent persons have not been successful in their dramas, the fault is their own.

That *Queen Mary* is hardly fitted for representation on the stage is almost admitted by the fact that no less than twenty-seven characters, or more than half, are cut out of the stage version. This, which in the eyes of poets and their admirers, is a condemnation of the stage, is to our mind rather a condemnation of the poem regarded in the light of a play. The very fact of a drama being written with acts and scenes, and exits and entrances, must mean that it is supposed to be represented on a stage, and therefore if it is found necessary to

omit half the dialogue, scenes, and characters from a drama before it can be represented on a stage, the natural conclusion is, that the drama is not a good one, or the dramatist, whether poet or otherwise, inefficient. It cannot be too strongly pointed out that if Mr. Tennyson produces a drama, he must be judged by his present effort as a dramatist, and not by his previous achievements as a poet. If a poet is born, not made, so is a dramatist; and to be the first does not involve being the second. That Mr. Tennyson, being a man of distinction, and a writer of popular poetry, should try his hand at a drama is a good thing for the stage; but it is both illogical and unfair to blame the stage in the event of Mr. Tennyson's non-success, on the ground that his fine poetry should command success, that is, that audiences should be bound, under severe penalties, to applaud *Queen Mary*, whether they like it or not, because the author is the man who wrote *In Memoriam*. It would have been wiser to have left *Queen Mary* to be read by students, and to have been recited in parts for the delectation of the tea table and the penny readings, or to have had it arranged by a competent dramatist, as Mr. Reade arranged *Dora*, for although it is a fine poem, and contains passages of great beauty, it is unfit for the stage on account of its extreme length and long list of dramatis personæ. The condensed and excised version at the Lyceum is not satisfactory, for the most stirring scenes, those of the streets, have been left out, and as an illustration of the manner in which the poet's plan has been cut up, the conversations in the first act between Noailles and Courtenay, Courtenay and Elizabeth, and Mary's opening scene occur continuously in one place, instead of in three places, as in the published version. The play is in fact reduced to a monotonous story of Mary' love, Phillip's disdain, and Elizabeth's hopes. Miss Virginia Francis Bateman is weak as Elizabeth, and Mr. Irving has little to do as Phillip: the burden of the acting falls therefore on the eldest Miss Bateman's shoulders, whose style, good so far as it goes, lacks variety. It may have been thought necessary to leave out Cramner, the bishops and priests, and the crowd, in order to avoid wounding religious susceptibilities in the audience, but if that was so, why seek to arouse a political demonstration over the line, "I am English Queen, not Roman Emperor." If nothing had been said previously about this, nothing would probably have happened, but when a paragraph is carefully inserted in the newspapers pointing out the existence of the line, and prophesying an ebullition of feeling, we know what is likely to take place. The signal being thus given, the demonstration is made, though nothing can be more fallacious as a test of the feeling of the general public. The political pulse of the nation can never be gauged by the cheers or hisses of the fools that form a due proportion of every theatrical audience.

When Signor Salvini appeared at Drury Lane last year he at once, by some lucky chance, became the star of the season. Extravagant praise was heaped by the critics on his Othello and Hamlet; fashionable people, who ignore Shakspeare in his own language, rushed in crowds to hear him Italianised, and, as is well known, the dramatic profession, including the ladies of the Alhambra, requisitioned Salvini to give them a gratis performance. Upon this it seems to have occurred to Mr. Hollingshead that there was another Italian tragedian to be had, of equal reputation to Salvini, and accordingly Signor Rossi, long announced, made his appearance this month at Drury Lane. But, alas! a year has gone by, the first fervour of a passion for a southern style of acting has evaporated, and the critics find that Rossi, as Hamlet, is extravagant. That he is so is true, but that he is much more so than Salvini is doubtful. Even in their modified censure some amongst our critics, who are as complaisant to foreigners as they are stern to their own countrymen, are less inclined to blame Rossi than poor England. His Hamlet is admitted to be out of harmony with English tastes—then English tastes are to blame, and are all wrong. The English climate gives Rossi a sore throat, then the English climate is a thing accursed. At the same time, whilst we accuse the critics of hasty and inconsiderate praise of the school of acting represented by Salvini and Rossi, we must confess that at the second performance of the latter the applause of the whole audience was very hearty. But it was observable that the applause came whenever the actor raised his voice, and, so to speak, flung his points at the audience. The man who best performs Hamlet is he who gives most effect to the glorious, subtle, and intellectual soliloquies. But these were overlooked entirely by Rossi's audience, who only cheered whenever he shouted. On this hypothesis acting is merely a question of lungs, and as Italians are blessed with finer and stronger voices than Englishmen, they will easily carry the day in roaring and ranting. We respectfully ask any experienced playgoer whether Hamlet, if it had been performed in English as it is now given in Italian at Drury Lane would not have been damned, for these reasons:—Firstly, the general inefficiency of the company; secondly, the face, make-up and figure of Rossi, which would have been pronounced vulgar, and after the fashion of a Sadlers Wells supernumerary; thirdly, the manner of Rossi's acting, where, for instance, he gives his advice to the players with his back to them, and where, in the closet scene, he looks at the audience and points to the Queen, thus directly calling the attention of the audience to a character on the stage. And we ask those critics who have for years denounced ranting, the star system, and unreality of stage arrangements, whether they are not inconsistent in praising the performance at Drury Lane where the star is surrounded by incompetent performers, where ranting is rampant, and where the stage arrangements are as ludicrous as they are unnatural.

The management of the Prince of Wales's theatre announce that *Wrinkles* will be withdrawn, in deference to the author's wish, who is ready to accept as cheerfully a hostile verdict from the public and the press as a favourable one. This is indeed a welcome if a novel announcement, and we naturally wonder whether, if

Wrinkles had been produced at another theatre, or if it had been written by Mr. Tom Taylor, an equal cheerfulness would have been displayed at its failure. The rule has hitherto been to attempt to ignore hostile verdicts, and to advertise a great success. Much praise is due to Mr. and Mrs. Bancroft for their candid policy, although they did not display their usual discernment in the choice of a new play. If *Wrinkles, a Tale of Time*, had been much better than it is, it would not have been suitable to the Prince of Wales's, but as a matter of fact it is one of the weakest of Mr. Byron's productions. The confused title refers to nothing apparently, except to a game of "definitions" played by three of the characters in the second act in the word "wrinkles," for the mere fact of a lapse of twenty years between two acts, no uncommon thing in dramas, can hardly justify the title. Nor is the effect of this lapse of time artistically shown by the actors. From supposed youths of twenty or thereabouts, Messrs. Bancroft and Moore jump to fifty or sixty at least in appearance, though only a score of years have gone by; whilst the lugubrious Mr. Archer outdoes them in the second act by a make-up of three score and ten. On the other hand, Mrs. Bancroft shows little or no change at all from this wonderful jump of time. Of the story, if there is a story, there is nothing to tell. We are introduced, in the first act, to what promises to be an interesting study of character, in the shape of an old young man, who contrives tosend off to Jamaica his supposed illegitimate cousin, in order that he may himself marry the girl they both love. But this study of character vanishes in the twenty years interval, and we find only an ordinary and lachrymose widower, oppressed with the knowledge that the wronged cousin is legitimate, and the rightful owner of his estate. The wronged cousin is reconciliated and pacified through the charms of the widower's daughter, who is the image of her dead mother; and not unnaturally so, as mother and daughter are played by the same actress. It is necessary to mention this daughter, for it is in connection with her and her lover, a youth who plays an unimportant part in the piece, that Mr. Byron contrived to ruin what chance of success the play had on the first night. It is almost inconceivable that a man of Mr. Byron's experience should bring down the curtain by a situation which, silly and stale at any time, had, in this instance, nothing whatever to do with what had gone before. Two minutes before the end of the play, the reconciliation before alluded to takes place, and the curtain looks ready to fall. Suddenly, however, it seems to occur to Mr. Byron that all this is rather weak, so he causes a newspaper to be brought in, which announces the loss at sea, with all hands, of the lover's ship. The girl shrieks, there is a commotion outside, the report was false, the lover appears, there is a stage embrace, and the curtain falls at last. The re-action was so great in the audience, the imbecility of the idea so apparent, that nobody applauded, a few hissed, many laughed, and everybody left the theatre out of humour with the author, and sorry for Mr. and Mrs. Bancroft, who had both acted well to no purpose.

Miss Gwilt, Mr. Collins's adaptation of his own novel *Armadale*, is as neatly arranged as a mathematical problem, and quite as hard and dry. Mr. Byron's characters in *Wrinkles* are at least human beings, though his plot is an absurdity. The plot of *Miss Gwilt* is geometrically conceived and conducted, but the characters are puppets, whose strings and joints are plainly visible. The play is very different to the novel. The motive of Midwinter's attachment to Armadale is changed, Armadale's temporary affection for Miss Gwilt is suppressed, and Mrs. Oldershaw and Dr. Downward are blended into one. The rather ludicrous finish with the air-poisoning apparatus is so hurried that when the curtain decends abruptly on Miss Gwilt's death, the audience is left in a fog as to the future prospects of the remaining characters. In this case, as in *Queen Mary* and *Wrinkes*, the fault of comparative failure must be laid at the door of the author, for the acting of Miss Cavendish, Mr. Cecil and Mr. E. D. Lyons is very good. *Struck Oil*, at the Adelphi, is so obviously an imitation of *Rip Van Winkle*, both in its story and manner in which the hero is acted, that it is not likely to achieve a lengthened run, even to the uncritical audience, of the Adelphi. The *Great Divorce Case*, at the Criterion, reminds us strongly of that character in Mr. Reade's *It is Never too Late to Mend*, who bought a sealed packet of literature in the expectation of getting something "spicy," and, on opening the packet, found tracts inside. We fear that many eaters of late dinners will drop in at the Criterion, expecting, from the title of the new play, to enjoy something spicy. They will be cruelly deceived, for although they will be treated to nothing resembling tracts, they will discover the *Great Divorce Case* to be a harmless farce of the old noisy Adelphi type, spun out into three acts to suit the tastes of the day. Given, a sharp mother-in-law, a pert housemaid, and a husband inclined and yet afraid to roam, and the details may be filled up by any playgoer. It is well acted by Mr. Wyndham and Mr. Clarke, and it may be said of the former that he approaches more nearly to Mr. Mathews than any actor now on the stage. The abilities of the actresses in this play (Miss Coveney excepted) are by no means so marked as their dresses, and we should advise them, if they honestly wish to make a living by the stage, to go at once into the provinces, and begin modestly by carrying messages, and doing what is known as general utility business.

ANSWERS TO CORRESPONDENTS.

CHESS.

W. M. McARTHUR.—Many thanks for the problem, which shall appear next month.

G. J. S. (Bolton).—We have forwarded your note to Mr. Andrews, who, we doubt not, will give you the information you require. Much obliged for your problem.

J. P. B. (New York).—Please accept our cordial thanks for your interesting letters. We will take an early opportunity of expressing them more fully through the post.

V. G.—Glad to hear from you again. The problems shall have our best attention.

C. R. B. (Dundee).—The games shall appear next month. The second solution was by Kt to R 4.

C. B. (Olmutz).—We find it difficult to regret an error that has been repaired so handsomely.

MIRON (*Clipper*, New York).—That communication *shall* go in the course of this month.

H. J. C. A.—The problem shall appear next month, and we shall write to you on the subject of the heading.

W. N. (St. Neots).—Have you received the letter we addressed to you a few weeks ago?

B. S. W. (St. Louis).—Numbers sent by post as requested We shall be glad to receive the promised problems, which shall have our best attention. Many thanks for your kind expressions.

WHIST.

Y. N. B. *Revoke.*—You cannot take down the score of the first game because your adversaries revoke in the 2nd.

P. D. M., A.S. and T.J.E. all revokes.

R. L. F.—If, in leading out of turn, two cards are played together, the card that first touches the table is the one first played. The intention of the player cannot be taken into consideration.

H. C.—With Knave, 10, 2, second hand, put on 10; with 10, 9, 2, play the 9; with Queen, 10, 9, 2, the 2. We are quite aware that with some weak players you run the risk of having your 10 or 9 treated as a signal, and if your partner has the Blue Peter mania strongly developed it may be safer to play the little one.

F.J.—If a player leads out consecutively 1, 2, 3, 4 cards, without waiting for the others to play, his partner can be required to win the first or any other trick.

CITY.—With Ace, King, Knave, and two other trumps, we lead the King. There are some players who lead the smallest, because they say the rule is to lead the smallest with 5 to the Ace. It may be good play in the last case, and very bad play in the case before. The two positions are not analogous.

HOB.—You have not sent your card or name. This is not required for publication, but as a guarantee of the good faith of the writer. We shall be glad to give your views.

B. S. W. (St. Louis).—Received with thanks.

H. M.—A leads a card in due order. An interval elapses before the second player plays to the trick. The leader now drops a card. Claim made that the second player can be required to lead the second card instead of the first. Is this so? *Ans.*—We think not. The first card is properly led, and the second is an exposed card. If two cards are played at once, the adversaries can call which they please, but, in our judgment, these two cards were not played at once. One is correctly played, and after that is played a second is exposed. Surely it cannot be contended that after a player has led he cannot expose a card.

[We learn from the *Clipper* that these Papers can be obtained from B. Westerman, Bookseller, Broadway, New York.]

PIQUET.

J. S. B.—Considerable difference of opinion appears to exist as to what is to be done when either player leaves a card. If a card is left, the player leaving it can look at it or not, but, (1) can he change his mind? Suppose he says he will not look at it, and afterwards does so. What is to be done? I say, I will look at the card left. (2) When can the other player see the card? I have always understood and played on the assumption that the senior player can see the card left after he has played. This is certainly the rule at the chief club in London. —*Ans.* The rule as to looking at the card left in practice applies only to the younger hand. If the first player leaves a card, the second will take it. The first player never leaves a card that comes under the present rule. We deal, therefore, only with the second player (younger hand). All the rules, three of which we give below, are clear that if the younger hand looks at the card or cards left, the elder hand has a right to see them, first declaring the suit he will lead. He is not, as our correspondent assumes, first bound to play, nor is he bound to say what card of the suit he will play. We agree that the contention of our correspondent ought to be the law? that the player should not declare the suit, but the card of the suit that he will lead; but this is not the law as we read it, and we cannot change the law. Cavendish does not say that the younger hand must declare whether he will look at the card or not until after the elder hand has played, but that he must make the declaration after the first player has led or "has named the suit." We cannot find any rule on the subject in the French Books. MAJOR A.—22. If the younger looks at the cards he leaves, the elder is entitled to see them also, first declaring what suit he will lead. BOHN.—21. If the younger hand leaves a card or cards, and looks at them, the elder hand is entitled to see them, first declaring what suit he will lead. CAVENDISH.—37. If the younger hand leaves any cards, he is entitled to see them; but he must declare whether he will look at them, or not, as soon as the elder hand has named the suit he will first lead, or has led a card. If the younger hand elect to look at them, the elder hand is also entitled to see them after he has named the suit he will first lead, or has led a card. If the younger hand elect not to look at them, neither player has a right to see them. If either player should then look at them, they must be exposed, and a suit may be called from the offender when next he has to lead.

QUINT MAJOR.—Our views of the Piquet laws were fully explained at pp. 13, 35 and 61 of Vol. 6.

ECARTÉ.

S.—The dealer has choice of cards and seats.

J. S. F. KIRWAN.—We will not insert your letter in this number, but unless we hear from you to the contrary, it shall appear in accordance with your wish next month. Consult some sensible friend on the subject.

"A CHESS APOSTLE."

The Westminster Papers.

1ST JUNE 1876.

THE CHESS WORLD.

"The whisperings of our petty burgh."

SIMPSON'S Chess room has now resumed its wonted aspect, and all that serious regard for undemonstrative utterance of opinion which distinguished the visitors during the progress of the late tourney has been forsaken for the irrelevant badinage which usually accompanies skittling play. In that phase of the game a capacity for quip and retort would seem to be as necessary to the player as the space imagination of the *Spectator*, and rash indeed is he who, destitute of it, essays to win his spurs at the head quarters of English Chess. A noteworthy result of the late tourney is the large increase in the number of amateurs attending the room, with something like a disastrous effect, we should imagine upon the fortunes of the West End Chess Club. At all events, the leading lights of that association may now be seen almost daily at Simpson's, while rumour has it that the lesser ones congregate at Gatti's.

The constantly increasing numbers of the City of London Club is likely to prove a source of some inconvenience to its members, for they have barely become settled in their new home, at the foot of Ludgate-hill, when another removal is found to be necessary. The Club has now acquired two spacious rooms, and will remove into their new quarters early next month. The meetings of this club are always largely attended by the members. The handicap tourney is progressing satisfactorily, and the Knight-class, we might almost say the knight-errant class, still pursues its favourite schemes of foreign conquest. On the 10th ultimo, the heroes comprising it, assisted by Mr. Blackburne, yielding the odds of half his cavalry, defeated ten picked champions of the Athenæum Chess Club, with a score of ten to seven, as follows :—

CITY CLUB.	Won	ATHENÆUM CLUB.	Won
Blackburne	1	Baxter	0
Herzfeldt	0	Gordon Smith	2
Detmold	1	Batt	1
McLeod	2	Bowyer	0
Klein	2	Griffith	0
Manning	1	Inman	1
Kislingbury	0	Hegewald	2
Walker	2	Roques	0
Wargha	1	Godfrey	1
Scott	Drawn	Swainson	Drawn
	10		7

The International Chess Club, which holds its meetings at the International Coffee House, 314 Euston Road, played, on the 2nd ultimo, a match against the associated Chess players of the Railway Clearing House, and won with a score of nine to two. Messrs. Morris, Pfahl, Scoones, Hoare, Brown and Bradley, of the International, won all their games; and Messrs. Kindell and Tassell, of the Clearing House, won theirs. On the 16th ultimo, the second class of the International and the Bedford met at the rooms of the latter, the former winning seven games, and the latter three. We are glad to note the frequent occurrence of these matches between the several local associations of the metropolis. They tend to promote the cultivation of the game in its highest form, by inducing more careful play than is likely to result from ordinary club skittling.

The Croydon Chess Club, we are glad to learn, is in a very flourishing condition, and hold its meetings, during the summer months, at the Surrey Club House, Wellesley Road, Croydon. This club was established in 1861, by the late Mr. John Squire, who presided over its destinies for eleven years. Upon his death, four years ago, he was succeeded by Mr. Joseph Steele, whose skill, as a player, and indefatigable exertion in behalf of the club, have largely contributed to place it upon an enduring basis. The annual meeting of the members was held on the 25th April, at the residence of Mr. Steele, and on the conclusion of the business, the members were sumptuously entertained by their host. The Rev. G. A. Macdonnell was the guest of Mr. Steele on this occasion, and, in the course of the day, played twenty-two games simultaneously. The

members expressed themselves greatly pleased with the varied entertainment provided for them, and separated with mutual congratulations.

The frequenters of Simpson's Divan have to deplore the loss of a gentleman who for thirty years was a regular attendant. We refer to Mr. John Hope, who died on the 17th ultimo, at his son-in-law's residence, the Rectory, near Henley on Thames. Mr. Hope was not a distinguished player, but he was an ardent lover of Chess, and his courteous manners, varied information, and thorough acquaintance with most social and political subjects had endeared him to every one who enjoyed the pleasure of his acquaintance.

The May races, with other seasonable amusements, mark the approaching end of the term at the Cambridge University Chess Club. The officers elected for the ensuing term are—President, H. G. Willis, of Clare; Vice President, R. C. Reade, of Kings; Honorary Secretary, J. T. C. Chatto, of Trinity; and Treasurer, W. H. Gunston, of St. Johns. In the even tourney of this club, Mr. Chatto gained the first prize, with seven games to his credit, and one lost, and Mr. Gunston, after a severe struggle with Mr. Reade, secured second honours.

The current (June) number of the Huddersfield College Magazine contains a highly interesting and valuable paper by Mr. W. J. C. Miller, upon the relative values of the Chess pieces. We are not sufficiently expert in the science of Mathematics to criticise Mr. Miller's conclusions, but we can cordially recommend the paper to every Chess player interested in the scientific development of our favourite pastime. An observation of the author's, to the effect that the late Mr. Staunton, when stating the relative values of the Chess men, in the *Handbook*, neglected to show the *methods* whereby his results had been obtained, and that, so far as he knows, no other writers upon the subject have shewn them, induces us to think we may be of some service to Mr. Miller, should he pursue the investigation further. Mr. Staunton obtained his estimates of the value of the Chess pieces from an elaborate calculation which appeared in Pratt's *Studies of Chess*, published in 1810, and the methods are there set forth in detail, extending over fifty pages of the work. The writer of that article based his calculations upon a variety of points beyond the pieces' range of action upon the open board, to which Mr. Miller appears in the present article to have confined his inquiry. These are—Liability to obstruction, General range of local action, General facility of transit, Power of transitive attack, Dislodging faculty, Circumscribing faculty, Mating power, and many other considerations of a similar nature, all set forth in language which is a curious mixture of the homely and the Johnsonese. The consolidated results of these calculations gives the values quoted in *Staunton's Handbook*.

The twenty-first annual meeting of the West Yorkshire Chess Association was held at the White Swan, Halifax, on the 20th ultimo. The principal towns in the West Riding were well represented, no fewer than forty-four players taking part in the six tournaments. The towns represented were:—

HALIFAX.—Messrs. E. Francis (president), J. C. Wainhouse (vice-president), W. Common, H. Waight, T. H Brackon, E. Hodgson, P. Whitley, E. B. Lowe, W. Wainhouse, W. E. Sadd, B.A., A. Common, E. J. Walker, T. W. Field, and others.

BRADFORD.—Messrs. E. Wall, W. Plate, H. Glaser, C. D. Knapton, R. Whitaker, and G. F. Onions.

DEWSBURY.—Mr. J. Jackson.

HEMSWORTH.—The Rev. S. W. Earnshaw.

HOLMFIRTH.—Messrs. T. Arkwright and J. Moorhouse.

HUDDERSFIELD.—Messrs. J. Watkinson, J. H. Finlinson, A. Finlinson, E. Dyson and T. S. Yates.

LEEDS.—Messrs. S. R. Meredith, Ald. E. Gaunt, J. White, W. Trickett, J. W. Stringer, F. Dunne, A. Bilborough, C. G. Bennett, J. Craven, J. T. Tannett, M. Wright jun., and S. Taylor.

METHLEY.—The Hon. and Rev. Yorke Savile, M.A.

SHEFFIELD.—Messrs. G. B. Cocking and W. Shaw.

WAKEFIELD.—Messrs. W. L. Robinson, J. C. Marks and W. Hunter.

At six o'clock in the evening the players adjourned to another room and partook of a substantial tea, Mr. E. Francis of Halifax presiding, the vice-chair being occupied by Mr. J. C. Wainhouse.

After tea, the PRESIDENT expressed the pleasure felt by himself and the members of the Halifax Chess Club in welcoming so many friends from other parts of the Riding. He reminded them that though they held that day the twenty-first annual meeting of the West Yorkshire Chess Association, yet under another name the Association had existed since 1840, and that it was the pioneer at that date of all the Chess Associations in England and the world.—Mr. WALL, president of the Bradford Chess Club, had great pleasure in inviting the Association to hold its next annual meeting at Bradford in April next, and trusted they would receive a welcome there equal to that given by their Halifax friends on the present occasion.—Mr. WHITAKER briefly seconded the motion, which, being put to the meeting, was carried unanimously.—Mr. Alderman E. GAUNT (Leeds) proposed a vote of thanks to the members of the Halifax Chess Club for the way in which they had received and entertained their friends that day. This being supported, was carried by acclamation.—The Hon. and Rev. P. YORKE SAVILE proposed that they should return to the Chess-room and resume their games, as the time was brief for those who came from distant towns; which proposal receiving general support, was forthwith acted upon.—It will be seen, by reference to the results given below, that the time was too short to admit of the third rounds being played out in the majority of the tourneys.

The tournaments resulted as follows:—

FIRST-CLASS PLAYERS' TOURNAMENT.

FIRST ROUND.

Mr. W. L. Robinson	defeated	Mr. J. H. Finlinson.
Mr. W. Hunter	,,	Mr. Bilborough.
Mr. E. Francis	,,	Mr. Meredith.
Mr. Dunne	,,	Mr. Earnshaw.

SECOND ROUND.

Mr. Hunter	defeated	Mr. Dunne.
Mr. Robinson	,,	Mr. Francis.

The third round, for first and second prizes, between Messrs. Hunter and Robinson, was played in Wakefield. Mr. Robinson winning.

SECOND TOURNAMENT.

FIRST ROUND.

Mr. Shaw	defeated	Mr. Whitaker.
Mr. Waight	„	Mr. Gaunt.
Mr. A. Finlinson	„	Mr. W. L. Robinson.
Mr. Marks	drew with	Mr. Cocking

Mr. Cocking having to leave early for Sheffield, he allowed Mr. Marks to score the drawn game as won.

SECOND ROUND.

Mr. A. Finlinson	defeated	Mr. Marks.
Mr. Waight	drew with	Mr. Shaw.

Mr. A. Finlinson took half the prizes; Messrs. Waight and Shaw divided the other half.

THIRD TOURNAMENT.

FIRST ROUND.

Mr. Savile	defeated	Mr. Glaser.
Mr. Knapton	„	Mr. Dyson.
Mr. Plate	„	Mr. Onions.
Mr. Craven	„	Mr. Wall.

SECOND ROUND.

Mr. Knapton	defeated	Mr. Savile.
Mr. Plate	„	Mr. Craven.

Messrs. Knapton and Plate divided.

FOURTH TOURNAMENT.

FIRST ROUND.

Mr. Trickett	defeated	Mr. Stringer.
Mr. Bracken	„	Mr. Bennett.
Mr. Taylor	„	Mr. Yates.
Mr. Jackson	„	Mr. W. Wainhouse.

SECOND ROUND.

Mr. Trickett won by forfeit of Mr. Jackson.
Mr. Bracken defeated Mr. Taylor.
Messrs. Bracken and Taylor divided.

FIFTH TOURNAMENT.

FIRST ROUND.

Mr. Waight	defeated	Mr. Moorehouse.
Mr. Sadd	„	Mr. Whitley
Mr. A. Common	„	Mr. Tannett.
Mr. Field	„	Mr. Hodgson.

SECOND ROUND.

Mr. Waight	defeated	Mr. Sadd.
Mr. Field	„	Mr. A. Common.

THIRD ROUND.

Mr. Field	defeated	Mr. Waight.

SIXTH TOURNAMENT.

FIRST ROUND.

Mr. Whitaker	defeated	Mr. White.
Mr. Onions	„	Mr. Glaser.

Messrs. Whitaker and Onions divided.

The second annual general meeting of the members of the Hull Church Institute Chess Club was recently held, in their commodious Chess-room, Mr. Jos. Holmes occupying the chair. The club is free to the 1,400 or 1,500 members of the Institute, the expenses are defrayed by voluntary subscription, the Chess room is open for play every evening, and there are upwards of 80 recognised players. The minutes of the previous meeting were read and confirmed, and the Secretary read his annual report, which shows the club to be flourishing. The return match between the members of the Hull Chess Club, and Hull Church Institute Chess Club, recently took place at the Royal Station Hotel, and resulted in a victory for the former by a majority of four games. The players were paired by ballot.

HULL CHESS CLUB.

J. Clark	2
A. Crosskill	2
E. Freeborough	1
G. J. Gresham	1
W. H. Penny	1
G. Sanderson	2
J. Walker	1
S. Wilson	0
	10

HULL CHURCH INSTITUTE CLUB.

R. Morris	0
F. W. Bailey	0
R. H. Philip	1
D. Sargent	1
J. T. Palmer	1
H. Dixon	0
J. Crake	1
J. Parker	2
	6

Unfortunately two of the Church Institute's strongest players — Messrs. G. W. Farrow and J. Holmes— were prevented from taking part in the match by illness, or the result might have been more even. A large number of local players were present to witness the progress of the match, which lasted upwards of three hours. A match has been played at Barton, Lincolnshire, between the newly formed clubs of Barton and Grimsby. The Grimsby team won by a majority of five games.

GRIMSBY.

Mr. Guilliett	1
Mr. Isles	2
Mr. Kirke	2
Mr. Mason	1
Mr. Parker	1
Mr. Smith	1
	8

BARTON.

Mr. Neave	1
Mr. Northcote	0
Mr. Cowley	0
Mr. Gray	1
Mr. Tombleson (1 draw)	0
Mr. Brown	1
	3

Two matches have been played between the town and country members of the Grimsby Chess Club. Twelve members took part in each contest. The first match took place at Grimsby, and was won by the country members, who scored nine games out of twelve. The return match took place at a pleasant little rural village near Grimsby, and the country members again showed their superiority by winning eight games, drawing one, and losing three. A match is expected to take place shortly at Hull, between the Hull Church Institute, and Grimsby Chess Clubs. The latter will be assisted by the Rev. A. B. Skipworth.

Some time ago a letter appeared in this journal, drawing attention to the occasional coincidence of entire games of Chess, move for move. An illustration of this curious subject has been forwarded to us by Mr. Marriott, of Nottingham, who states that the game printed in the margin, comprising precisely the same moves as one occurring to Mr. Blackburne in a blindfold contest at Derby, was played by him a few days since, at Nottingham.

White. Mr. T. Marriott.	Black. Mr. Stevenson.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to Q B 3	5 B to B 4
6 Castles	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 Kt to B 3	9 Kt to R 4
10 B to Q Kt 5	10 Kt to K 2
11 Kt to Q 5	11 P to K B 3
12 B takes P	12 P takes B
13 Kt takes P ch	13 K to B sq
14 Kt to Kt 5	14 Kt takes B
15 Q to R 5	15 Kt to K Kt 3
16 Q to R 6 ch	16 K to K 2
17 Q to Kt 7 mate	

The members of the City and County Chess Club of Dublin have been engaged in an even tournament, and it was brought to a conclusion on the 20th ultimo, Messrs. Pim, Goodbody and White gaining the first, second and third prizes respectively. In the second tournament the prizes were taken by Messrs. Hassard, Gerahty and Maxwell, in the order named. This Club is now firmly established and meets daily at the new Club Rooms, 35 Molesworth Street.

La Stratégie for May contains a list of the competitors in the problem tourney just concluded. Twenty-nine sets of problems were contributed, and what appears to us as rather singular, England has been entirely unrepresented in the contest. The first prize was gained by the veteran Conrad Bayer, the second by G. B. Valle of Spezzia, and the third by M. Grosdemange of Commercy, France. We devote a page this month to the winning set by Herr Bayer.

The Schachzeitung for May contains several very valuable papers, notably a continuation of Herr Berger's analysis of the Evans Gambit. There are, also, an elaborate criticism by Dr. Schwede upon the problems contributed to the *Stratégie* tourney, and the usual number of games and problems.

Of the prospects of the American congress, we have little information to give our readers beyond that contained in our last number. The delay in issuing a programme of the tourney, with the conditions of play and some estimate, however vague of the probable amount of the prizes must result in depriving the affair of the special interest attaching to an international contest. For our own part, we are of opinion that even when shorn of that special attraction, a tourney, limited to American players, may be just as beneficially influential on the progress of Chess as if every nation on the face of the earth were represented by a professional Chess player. We took the liberty of pointing out more than a year ago that Columbia would find the European tourney player a costly toy to sport with. Under ordinary circumstances, the professional player is averse from staking his reputation against anything less than a year's income, and in this case he must, in addition, needs look to the expenses incident to a long journey, not to mention the attendant risks of a sea voyage, in the course of which he may, for the first time in his life, get washed—overboard. Putting aside our own judgment in the matter, however, it is clear enough that the Chess world has been led to expect an International tourney, in connection with the Centennial celebration, and the absence of any definite information regarding it affords such persons as intended taking part in it some grounds for a grumble. They have none at all, however, for such ridiculous statements as pass current here, even if they come, as hinted, from so-called authorities on the other side. A letter from Dr. Zukertort, on this subject, appears on another page, and we agree with him that it is better to give publicity to such insinuations, that they may be promptly condemned, and their authors silenced. Any unprejudiced person who considers the difficulties to be overcome in collecting such a large sum as one thousand pounds for any purpose having relation to the game of Chess, will not underrate the exertions of the Philadelphia Chess Club, although it should fail in such an enterprise, and that at the present time is by no means certain. The subscription list will not be closed until the 10th July next, and the sum in hand now amounts to at least three hundred pounds. If the national spirit can be evoked in favour of an International Chess Tournament, the remaining seven hundred pounds could be collected in a week—if no such aid is enlisted, the sum in hand is sufficient for a national tourney, and our cousins, if they do not settle the question who is the best Chess player in the world, can determine one little less interesting to amateurs,—Who is the best player now in America? The commencement of the tourney, national or international, as the future will show, is now definitively fixed for the 15th of August. The date previously arranged, the 5th September, was represented to be inconvenient to several players in the Western States of the Union, and in deference to their wishes the date has been altered as stated. So far as the regulations for play have been yet arranged, our correspondence informs us that the contest will be a pool tourney, each playing two games with every other player, the highest scores of games taking the prizes. One of the regulations indicates that there is some hard work in

store for the competitors. The play will commence at nine each morning, and be continued for four hours, when there will be an adjournment of an hour. Play will be resumed at two o'clock, and then follows a sitting of five hours, when, after another adjournment of an hour and a half, the play must be continued up to midnight. These intervals of play are denominated sittings, and every player will be bound to "sit" three times every two days. An obvious corollary to this rule is missing. Is any one bound to "stand" anything for the "sitting" combatants? During a Philadelphia August, dogs dream of flies, and become snappish, and if there should happen to be a hydrophobia or cholera scare we may expect to see Messrs. Steinitz and Blackburne, Rosenthal and Winawere, *et al*, swearing off ice and water melons. During their walks abroad they will shield the immaterial whiteness of their skins with genuine English umbrellas, and will petition the Committee for special fly catchers to be placed at their service. A genius cannot be expected to have common patience with common flies, and, that much being granted, we are solicitous of knowing what will be his feelings regarding the genial and attentive mosquito.

The New York tournament, at the Café International, has suffered the usual fate of these affairs, and begins to drag. Mr. Bird has recovered a great deal of the ground he lost in the early stages of the contest, and Captain Mackenzie has been unfortunate in some of his late encounters with acknowledged inferior players. Mr. Alberoni left New York about a fortnight ago *en route* for Paris, it is stated, we know not with what truth, with the object of arranging a trans-oceanic match during the Philadelphia tourney—a project which appears to us to involve a fruitless waste of money. The highest scores in the tourney have been made by Mackenzie, Ensor, Bird, Alberoni, and Mason.

From the *Weekly News*, of Auckland, New Zealand, we learn that a telegraphic match between the players of that city and those of Dunedin was played in February last. Neither of the two issues at hand, although both give specimens of the play, afford any information as to the result of the contest as a whole. The *Weekly News* has an interesting Chess column, and we shall be glad to see more of it.

Since going to press we have received the *Chess Record*, of Philadelphia, which contains a draft of the regulations for play in the Centennial tourney. They are as follows:—

1st. The Tourney shall commence on 15th August 1876.

2nd. All entrance fees must be paid into the Treasurer by 15th July 1876.

3rd. The entrance fee shall consist of twenty dollars, and accompanying such entrance fee shall be the additional sum of ten dollars, which shall be held as a pledge that each contestant will play out all his games, and on his failure to do so, his case will be decided by the committee.

4th. The time limit shall be twelve (12) moves per hour, by the sand glass, for each player.

5th. The rules and regulations of play, as published in Staunton's Chess Praxis, will be exclusively followed in this Tourney.

6th. Each player shall contest two (2) games with every other player.

8th. The player winning the greatest number of games, shall be declared the victor and the possessor of the first choice of prizes, the player winning the next greatest number, the second, &c. &c.

9th. All ties shall be played off by two games, or lots may be cast, as the contestants themselves may select.

10th. The hours for play shall be from 9 a.m. until 1, and from 2 until 6 p.m. and from 7.30 p.m. until 12, midnight, and each of these three divisions of time shall be called a sitting.

11th. Each player will be required to play at least three sittings in two days.

11th. If an entire game be finished in less time than one sitting, it will be considered the same as one complete sitting for each of the contestants, and it will remain optional with either of them as to whether they play more or not during that sitting.

13th. All disputes must be referred to this committee, and their decision will be final.

14th. The prizes will be regulated by the amount of money collected, and will not be published until after the 15th day of July.

(Signed,) JACOB ELSON, chairman.
W. H. SAYEN,
L. D. BARBOUR,
Committee.

The most noticeable feature of the foregoing regulations is the extraordinary slow play for which they provide. An average five minutes to each player for every move has not, we believe, been adopted in any tourney since the London Congress of 1862, when it was found to be more than enough for every one except, perhaps, the late Mr. Deacon.

OUR PORTRAIT GALLERY.—No. 4. Dr. J. H. ZUKERTORT.

Doctor J. H. Zukertort, whose portrait graces our gallery this month, was born on the 7th September 1842, and made his first move on the Chess-board in the Spring of 1861. In that year he entered a handicap tourney, started at the Breslau University Chess Club, receiving the odds of a Queen, and signalised himself by losing every game he played. But he was not of such stuff as Jephtha's progeny, to weep over his loss in the mountains—perhaps there were none available ; he betook him unto the plains of Breslau, and purchased a copy of Bilguer's Handbuch. This little incident is the key to the character of the man, and it is pleasant to note that his practical good sense was rewarded by promotion to the Knight class before the first year of his noviciate had expired. Like most masters of the game, Herr Zukertort has known but two stages in his progress to excellence—the tyro and the student. In 1862 he encountered Anderssen at the odds of a Knight, winning nearly every game, and thereafter met the first players of the day on even terms. His daily intercourse with Anderssen at Breslau, which continued for four years, tended to develope his latent powers, and although he was then desirous of avoiding publicity in Chess matters, he was, in 1867, widely known as one of the first players in North Germany. In the summer of 1867 he assumed the post of editor of the *Neue Berliner Schachzeitung*, and held it until the collapse of that journal, in December 1871. In the course of these four years he published, in conjunction with Dufresne, the *Grosses Handbuch des Schachspiels*, and of his own works the *Lietfaden des Schachspiels; a Collection of Problems, Studies and Endings, and a Short Synopsis of the Openings.* In 1871 he defeated Anderssen in a set match, by five games to two, and it is worth recording, that of twelve correspondence matches in which he has been engaged, he has never lost one. No reader of the Westminster Papers can be ignorant of his career in England. He came hither in 1872, and took part in the tourney of that year, gaining the third prize. In the City of London Club handicap he gained the second prize, and in 1875 he was the winner in a match against Mr. Potter, with a score of four to two, and eight draws. In the Divan tourney, just concluded, he was second to Mr. Blackburne, but he made even games in his play with the winner. Of his blindfold powers it may be said that he is, at least, the equal of Mr. Blackburne. His greatest performance in that way was at Hamburg, in 1869, when he was pitted against one of the best teams ever opposed to a blindfold player, on which occasion he won eight games, drew one, and lost none. It would require a special number of the Westminster Papers to set forth half of our hero's exploits as they deserve, but we prefer to use the space at our disposal with a characterization of the man, rather than of the Chess player. The judgment of a journal to which he has always lent his countenance, though he has never shown his face in it before, may be considered partial, but at the risk of such an imputation we must pay our tribute of admiration to the gentleman and scholar who has, within the last few years, become "one of us." No one who looks upon the face which illustrates our gallery this month will deny to it, even under the guise of caricature, the graces of intellectuality and sensibility. It is as the face of an Apostle by an old master, and an Apostle in trouble to boot, but hear the original converse, good reader, and then wonder at the transformation in every line of that apparently resigned, and pain-stricken face. In every society which he frequents our hero is a welcome guest, and his popularity is due, not to his profound analytical powers, but to his practical humour and vivacity. These qualities he is more apt to display in a small, than in a large circle, but in either his gaiety is never found wanting, and in all, the genuine qualities of the man predominate over the superficial attributes of the mere Chess player.

THE PHILADELPHIA TOURNAMENT.

To the Editor of The Westminster Papers.

Dear Sir,—The absence of any information concerning the amount of the prizes, or the conditions under which they are to be played for, in the long-talked of Philadelphia Tournament, has furnished the gossips of the Chess World with a handle for imputations against the Committee, which these gentlemen should have an opportunity of denying. To enable them to do so, I may mention that it is roundly asserted in certain quarters that they have no desire to give the proposed tournament an international character, but that they use the names of the leading European players for the purpose of inducing the American amateurs to contribute freely to the funds. I do not, myself, credit these malevolent insinuations, but the Committee can at once silence their detractors by simply publishing a definite programme of their intentions.

Yours truly,

London, 27th May 1876. J. H. Zukertort.

OUR PROBLEM SOLUTION TOURNEY.

We have to apologise to our friends for considerable delay in awarding the prizes in these contests, a delay which has arisen, as most of the competitors are aware, from pressure of other important matters upon our attention. For the Solution Tourney, extending from May to October 1875, our award is as follows :—

H. J. C. Andrews, London, } Equal claims to First prize.
W. Nash, St. Neots, }
R. W. Johnson, Lancaster, Second.
J. N. Keynes, Cambridge University, Third.
W. Coates, Cheltenham, Fourth.
J. A. Miles, Fakenham, Fifth.

In accordance with this award, the Editor of the WESTMINSTER PAPERS holds at the disposal of Mr. Andrews and Mr. Nash respectively any four volumes of the WESTMINSTER PAPERS, or the equivalent in value of any other Chess books these gentlemen may choose, and on receipt of a letter informing us of their choice, the books shall be forwarded. Mr. Johnson is entitled to a copy of Mr. Wormald's Openings, Mr. Keynes to a copy of Pierce's Problems, with the Supplement thereto, Mr. Coates to a Copy of Long's Key to the Chess Openings, and Mr. Miles to Mr. Cook's Synopsis.

For the tourney extending from November 1875 to April 1876, our award is as follows :—

H. J. C. Andrews	First prize.
W. Nash	Second prize.
S. H. Thomas	Third prize.
R. W. Johnson	Fourth prize.
J. N. Keynes	Fifth prize.

The prizes in this tourney are the same as in that which immediately precedes it, and they will be forwarded to the winners upon their communicating their wishes.

In the conduct of these tournies, and the problem department generally, we have great pleasure in announcing that we have secured the adhesion of Mr. Frank Healey, by whom, for the future, these awards will be made.

As some misapprehension appears to have existed, owing to our omission last month to announce the continuation of the Solution Tourney, we withhold for the present the solutions of the problems appearing in the May number, and offer for the best solutions and reviews of our problems to November next (including last month's) similar prizes to those we have just awarded. We purpose, too, inserting in each number a summary of the position of each solver, as regards the number of problems solved, a reform which we think will prove satisfactory to solvers generally.

It would be ungrateful on our part to close these two tournies without expressing our congratulations to the prize winners, and more particularly to Messrs. Andrews, Nash and Thomas. The last named gentleman entered a month later than his competitors, and his position in the award is therefore a highly creditable one, when it is considered that he was opposed by such experts as the gentlemen who precede him in the list of honours. The successes of Messrs. Andrews and Nash in all our tournies is as pleasant to us to record as, we trust, it has proved to themselves to earn, and we hope to chronicle many more in the pages of the WESTMINSTER PAPERS.

We are indebted to Mr. A. Townshend, of Newport, for the gratifying opportunity of appropriately ending this award with a compliment to Mr. Andrews. The problem in the margin is dedicated to our champion solver, and as its difficulties are, according to our experience, of an extraordinary kind, we offer a copy of Captain Kennedy's Waifs and Strays for the best solution and review which reaches us during the current month.

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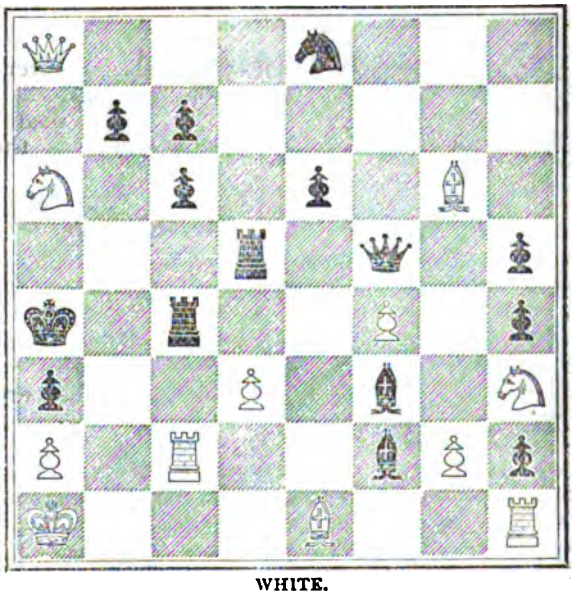

WHITE.

White to play and compel Black to mate him with a Rook in eighteen moves.

PROBLEMS.

THE following four Problems, under the motto of "Sans peur," gained the first prize in the *Stratégie* Tourney. The author is Herr Conrad Bayer.

PROBLEM No. 801.

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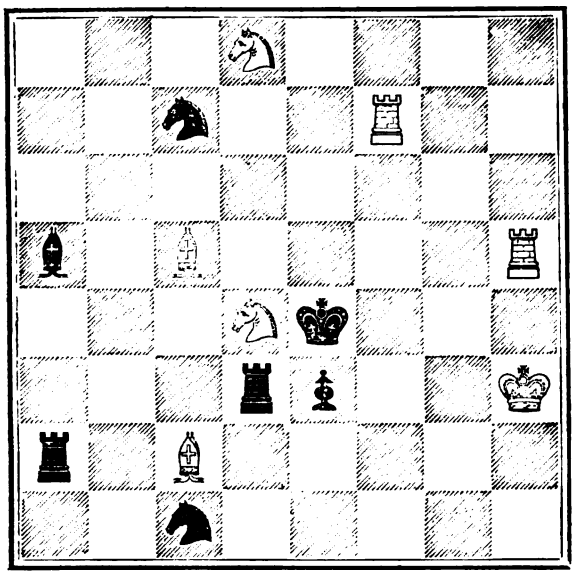

WHITE.

White to play and mate in two moves.

PROBLEM No. 802.

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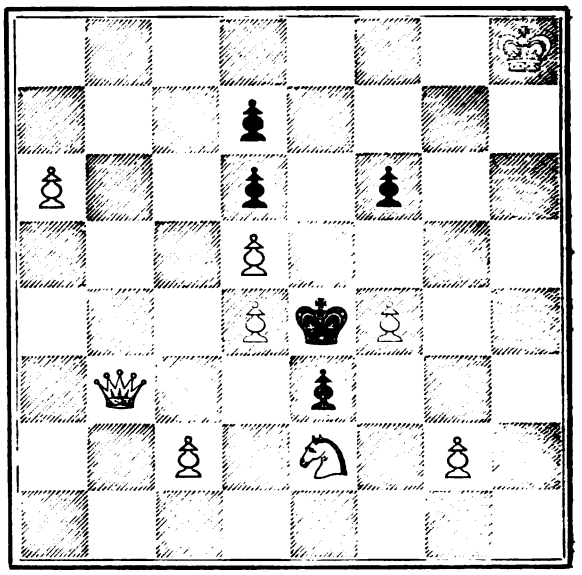

WHITE.

White to play and mate in three moves.

PROBLEM No. 803.

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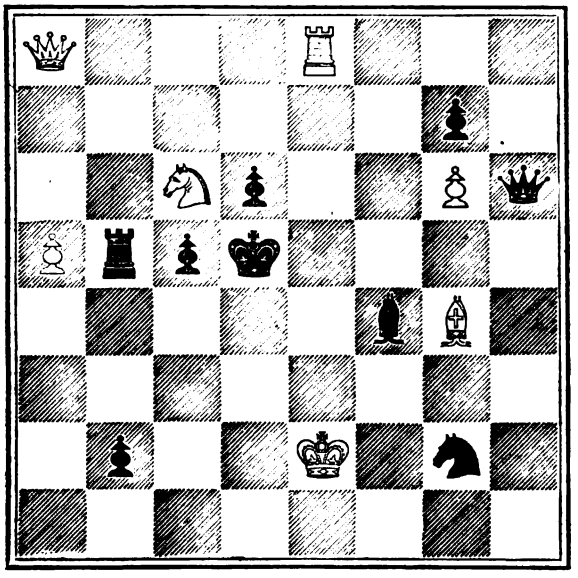

WHITE.

White to play and mate in four moves.

PROBLEM No. 804.

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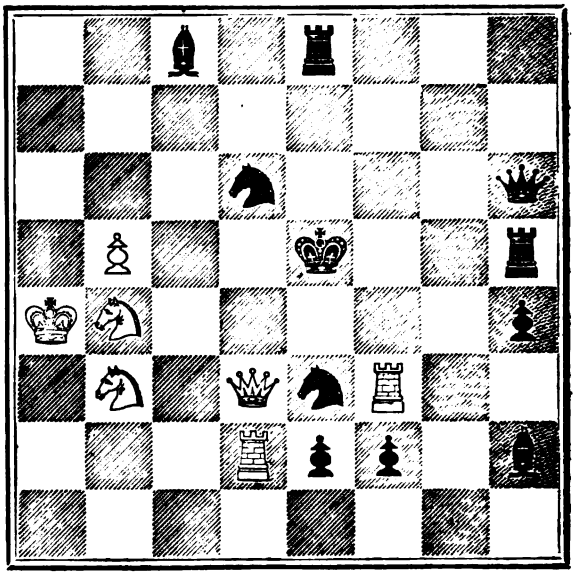

WHITE.

White to play and mate in four moves.

PROBLEMS.

PROBLEM No. 805.—By GEO. H. THORNTON.

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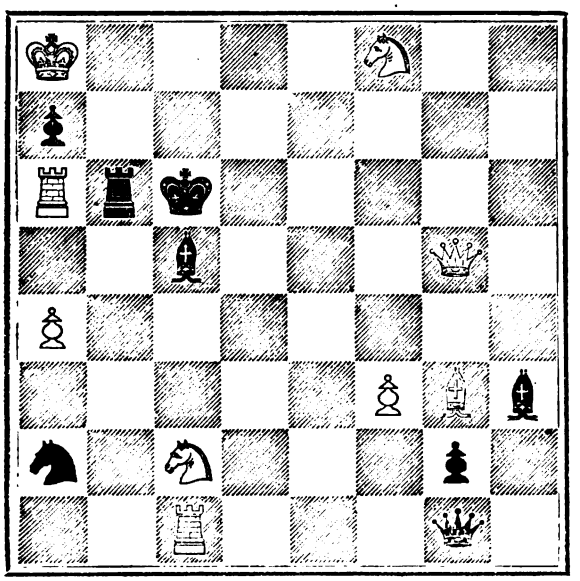

WHITE.

White to play and mate in two moves.

PROBLEM No. 806.—By J. PIERCE.

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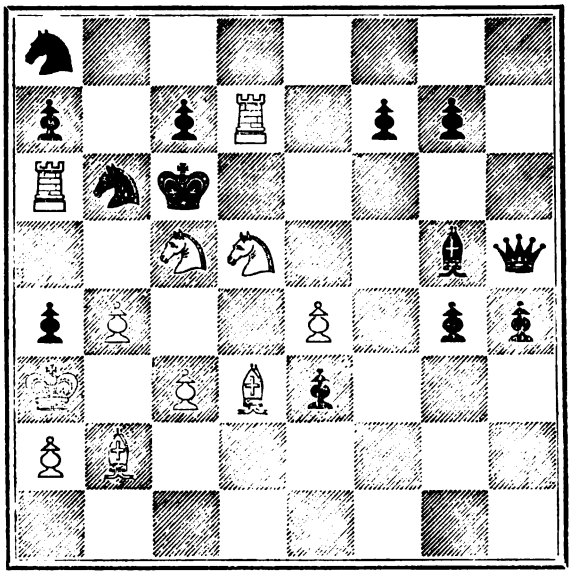

WHITE.

White to play and mate in three moves.

PROBLEM No. 807.—By F. HEALEY.

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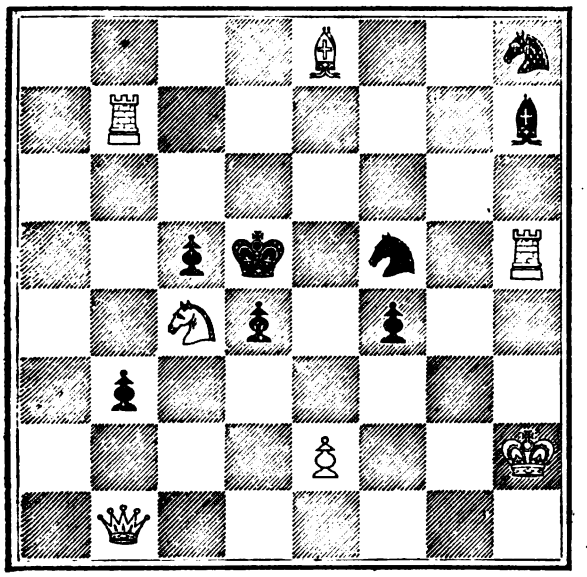

WHITE.

White to play and mate in three moves.

PROBLEM No. 808.—By CONRAD BAYER.

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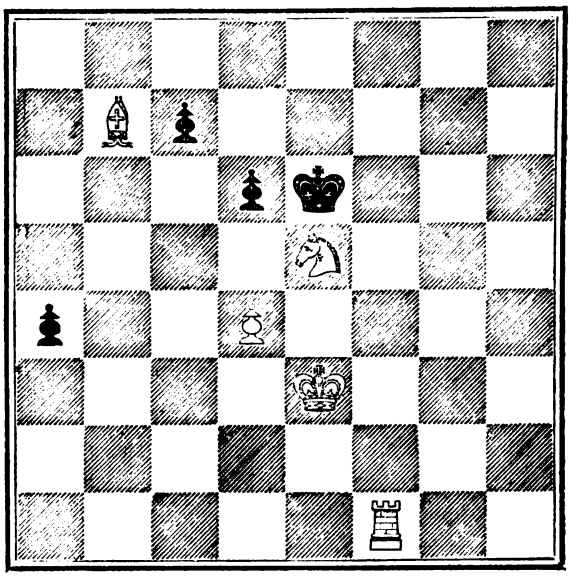


WHITE.

White to play and mate in five moves.

GAMES.

Noted by J. H. ZUKERTORT.

The following are a further instalment of the Games played in the Tournament at the Divan :—

GAME 176.

French Opening.

White. Mr. BLACKBURNE.	Black. Mr. POTTER.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 P to B 4 (a)	5 P takes P (b)
6 B takes P	6 B to Q 3 (c)
7 Castles	7 Castles
8 Kt to B 3	8 P to K R 3 (d)
9 Q to B 2	9 Kt to B 3
10 Q B takes P (e)	10 P takes B
11 Q to Kt 6 ch	11 K to R sq
12 Q takes P ch (f)	12 Kt to R 2
13 B to Q 3	13 P to B 4
14 Kt to K R 4	14 R to B 3
15 Kt to Kt 6 ch	15 R takes Kt (g)
16 Q takes R	16 Q to B 3 (h)
17 Q to K 8 ch	17 Q to B sq
18 K R to K sq	18 Kt to B 3
19 Q to Kt 6	19 Kt to K 2
20 Q to Kt 5	20 Kt to R 2
21 Q to R 5	21 B to Q 2 [1st hour.]
22 R to K 3	22 Q to Kt 2
23 Q R to K sq [1st hour.]	23 R to K Kt sq
24 P to K Kt 3	24 P to B 3
25 B to B 4	25 R to K B sq
26 Q to K 2 (i)	26 Kt to Kt 3
27 K to R sq	27 Kt to B 3 (k)
28 B to K 6	28 Kt to Kt 5 (l)
29 B takes B	29 Q to R 2
30 P to B 4	30 Q takes B (m) [2nd hour.]
31 R to K 6	31 K to Kt 2
32 Q to B 4	32 P to Kt 4
33 Q to Kt 3 [2nd hour.]	33 P to Kt 5
34 Kt to Q sq	34 Kt to B 3 (n)
35 Kt to K 3	35 Kt to K 5
36 Kt takes P ch	36 R takes Kt
37 K R takes K Kt	37 R to Q 4
38 Q to K B 3	38 Q to R 6
39 R to K 6	39 R takes P (o)
40 Q takes P	40 Kt to K 4
41 Q to B 8	41 Q to Kt 5
42 P takes Kt	42 Q to B 6 ch
43 K to Kt sq	43 R to Q 7
44 Q to Q 7 ch	44 K to Kt sq
45 R to Kt 6 ch	45 K to B sq
46 Q to Q 8 ch (p)	46 K to B 2
47 R to B 6 ch (q)	47 K to Kt 2
48 Q to Q 7 ch	48 K to R sq
49 Q to K 8 ch	Resigns

(a). The old line of play in this opening, and advocated as best by Jaenish. It gives White more freedom of action than in the course usually adopted, but this advantage is perhaps overmatched by the isolation of the Q P.

(b) Black may gain a move by postponing this capture until White developed his K B to Q 3.

(c) 6 B to K 2 is better. Black should adopt a line of development which enables him as quickly as possible to attack the isolated Pawn.

(d) Loss of time. 8 Kt to B 3, threatening 9 B to K Kt 5, was the proper course.

(e) White obtains by this coup ultimately a Rook and two Pawns for Bishop and Knight, but the position turns so completely against him, that the sacrifice must be pronounced unsound.

(f) If 12 B takes P, then, of course, 12 Kt to R 2.

(g) The safest line of play, and breaking up the hostile attack at once. 15 K to Kt sq would be met with

16 Q R to K sq

If 16 B to B 4 ch, Black would win by 16 B to K 3, 17 B takes B ch, 17 R takes B, 18 P to Q 5, 18 R to B 3, 19 P takes Kt, 19 Q to K sq, 20 P takes P, 90 R to Kt sq :—

	16 B to B sq (or A)
17 B to B 4 ch	17 B to K 3
18 R takes B	18 B takes Q
19 R to K 7 dis ch	19 R to B 2
20 R takes R	20 Q takes P
21 B to Kt 3	21 Kt to R 4

22 Kt to K 7 ch, drawing the game.

A.

16 Kt takes P

[16 B to K 3, 17 R takes B, 17 R takes R, 18 B to B 4, 18 Q to K sq, 19 B takes R ch, 19 Q takes B, 20 P to Q 5.]

17 B to B 4 ch	17 B to K 3 (or B)
18 R takes B	18 Kt takes R

If 18 R takes R, White wins with 19 Kt to Kt 5 :—

18 Kt to Q 5	19 R to B 2
20 K Kt to B4	20 B takes Kt
21 Kt takes B	21 Kt takes Kt
22 B takes R ch	22 K takes B

93 Q takes K Kt ch, &c.

B.

17 Kt to K 3

18 Kt to Q 5, and Black must give up the exchange under worse conditions than at move 15.

(h) 16 Kt takes P was perfectly safe.

(i) If 26 B to K 6, Black proceeds best with 26 P to B 5, 27 R to Q 3, 27 B to K sq.

(k) Black could obtain here an overwhelming attack by

	27 P to B 5
28 R to Q 3 (or x)	28 B to B 4
99 R to Q 2	

[29 Kt to K 4, 29 R to K sq]

	29 Kt to B 3

x.

28 P takes P	28 Kt takes P
29 Q to B sq	29 Q to R 3
30 Kt to K 4	30 B to R 6

(l) Want of time or indisposition may explain, that Black again overlooks the winning rejoinder, 28 P to B 5, *e.g.* :—

	28 P to B 5
29 P takes P (or A)	29 Kt takes P
30 Q to B sq	30 B takes B
31 R takes B	31 Kt takes R
32 R takes Kt	32 Kt to Kt 5
33 Q to R 3 ch (or y)	33 K to Kt sq
34 Kt to K 4	34 B takes P

[34 R takes P leads but to a draw, after 35 R takes B, 35 R takes P ch, 36 Q takes R, 36 Kt takes Q, 37 Kt to B 6 ch, &c.]

35 Q to Kt 2	35 B to B 2
36 K to Kt sq	

If 36 P to B 3, then 36 Q to R 2 ch, 37 K to Kt sq, 37 B to R 7 ch, 38 K to B sq, 38 Q to B4

	36 B to Kt 3

y.

33 Kt to K 4	33 Q to R 2
34 Q to Kt 2	

[34 P to K R 3, 34 Q to B 4.]

	34 B takes P

A.

29 B takes B

If 27 R to Q 3, then 29 R to K sq.

	29 P takes R
30 B to B 5	30 P takes P
31 Q takes P	31 Kt to K 2
32 Q to B 3	32 Kt to R 2
33 P to K Kt 4	33 Kt takes B
34 P takes Kt	34 Q to R 3
35 Q to Kt 2 best	35 R takes P

(m) Why not rather take the exchange? Black has a good game after 30 Kt takes R against any continuation; *e.g.* :—

31 Q takes Kt (or z)	31 Q takes B
32 Q to K 6	32 Q to K 2
33 Q takes Kt	33 Q takes R ch
34 K to Kt 2	34 Q to Q 7 ch
35 K to R 3	35 Q takes Q P
36 Q to R 6 ch	36 K to Kt sq
37 Q to Kt 6 ch	37 Q to Kt 2
38 Q takes B	38 R to K sq

z.

31 B to K 6	31 Kt to Kt 5
32 B takes P	32 R takes B
33 Q takes Kt	33 Q to B 2
34 Kt to K 4	34 B to K 2

(n) This weak retreat loses a Pawn. Black could obtain the attack by 34 R to K R sq. White dare not reply 35 R takes Kt ch, 35 K takes R, 36 Q to K 6 ch, on account of 36 Q takes Q, 37 R takes Q ch, 37 K to B 2, 38 R takes B, 38 R takes P ch, 39 K to R sq, 39 R to Q 7, 40 R takes P, 40 R takes Kt ch, 41 K to Kt 2, 41 R to Q 7 ch, 42 K to R sq, 42 R takes Kt P, 43 R to B 7 ch, 43 K to K 3, 44 R takes P, 44 K to Q 4, &c.

(o) Suicidal: 39 Kt to R 5 was the best rejoinder, and after 40 Q to B sq (40 Q to B 2 or K 2, 40 Kt to B 4), 40 Q takes Q ch, 41 R takes Q, 41 Kt to B 4, Black has ample means of resistance.

(p) Hastily played. 46 Q to B 8 ch forces the mate in two more moves.

(q) Again overlooking a mate in three, beginning with Q to Kt 8 ch.

GAME 177.

Irregular Opening.

White. Mr. Minchin.	Black. Mr. Blackburne.
1 P to K 4	1 P to Q 4
2 P takes P	2 Q takes P
3 Kt to Q B 3	3 Q to Q sq
4 P to Q 4	4 P to K Kt 3
5 Kt to B 3	5 Kt to K R 3
6 B to K 2	6 Kt to B 4
7 B to K 3 (a)	7 B to Kt 2
8 Q to Q 2	8 Kt to B 3
9 Q R to Q sq	9 P to Q R 3 (b)
10 Kt to K 4	10 P to Kt 3
11 Castles	11 B to Kt 2
12 Kt to Kt 3	12 Q to Q 2
13 P to B 3	13 Q R to Q sq
14 Q to B 2	14 Kt to Q 3
15 P to B 4 (c)	15 Castles [1st hour.]
16 P to Q 5	16 Kt to K 4
17 P to Kt 4	17 Kt to B sq
18 Kt takes Kt	18 B takes Kt
19 B to B 3	19 P to K B 4
20 Kt to K 2	20 Q to K sq
21 B to Q 4 (d)	21 B to K B 3
22 B takes B	22 R takes B
23 Kt to Q 4	23 P to K 4
24 Kt to K 6 (e)	24 P to K 5 (f)
25 Kt takes R	25 Q takes Kt
26 B to K 2	26 Kt to K 2
27 R to Q 2 (g)	27 P to K Kt 4
28 K R to Q sq	28 Kt to Kt 3
29 P to B 5 [1st hour.]	29 Kt to B 5
30 B to B sq	30 P to Q Kt 4
31 P to Q 6	31 P to B 3 [2nd hour.]
32 P to Kt 3 (h)	32 Kt to Kt 3 (i)
33 P to Q R 4	33 Q to Q 2
34 P takes P (k)	34 B P takes P
35 Q to B 3	35 R to K B sq
36 R to Q 5 (l)	36 B to B 3
37 K R to Q 2 (m)	37 P to R 3 (n)
38 B to K 2	38 P to B 5
39 B to R 5 (o)	39 Q to R 6
40 B to K 2 (p)	40 P to K 6 (q)
41 B to B sq (r) [2nd hour.]	41 Q to K 3
42 R to Q sq (s)	42 B P takes P
43 R P takes P	43 P takes P ch
44 K to R 2	44 B takes R
45 Q to Q 4	45 B to B 3
46 P to Q 7	46 Kt to K 4
47 B to K 2	47 B takes P
48 Q to Q 5	48 Q takes Q
49 R takes Q	49 Kt to B 6 ch
50 K to Kt 2	50 B to B 3
51 R to Q 6	51 Kt to Q 5 dis ch
52 K to R 3	52 Kt takes B
Resigns.	

(a) White developes his game very quickly, and obtains a much superior position. Nevertheless I prefer here 7 Kt to K 4, followed up by P to B 3.

(b) Preparing the Fianchetto on the Queen's side. The advantage derived from this particular development hardly ever pays the time expended on it.

(c) A well-timed advance, which, in connection with the two next moves of White, gives him an overwhelming superiority.

(d) 21 K R to K sq was better still, as it frustrated the intended advance of the adverse K P, and left Black, in case of any other reply, in a helplessly cramped position, *e.g.*—

21 K R to K sq 21 P to K 3

(If 21 B to Kt 2, then 22 Kt to B 4; if 21 B to Q 3, then 22 Kt to Q 4.)

22 B to R 6 22 R to B 2

(22 B to Kt 2, 23 B takes B, 23 K takes B, 24 Kt to B 4. If 22 R to B 3, then 23 B to Kt 5.)

23 Kt to B sq 23 P takes P
24 Kt to Q 3 24 R to K 2
25 B to Kt 5 25 B to Kt 2
26 B takes R 26 Kt takes B
27 Kt to B 4 27 Q to B 2
28 Kt takes Q P 28 Kt takes Kt
29 B takes Kt 29 B takes B
30 R takes B

and White obtains an easily won end-game.

(e) Evidently superior to 24 P takes P en passant.

(f) There is nothing better. If 24 R to Q 2. White obtains a decisive advantage by 25 Q to B 3.

(g) The stronghold of Black's position is the array of his Pawns on the King's side, but White has here the opportunity to break them up, and so prevent any future hostile attack by:

27 P to B 3 27 P takes P

[27 P to K 6, 28 Q to B 3.]

28 B takes B P 28 B to B sq

[White threatened 29 P to Q 6.]

29 P to B 5

and there is no chance left for Black.

(h) White should pursue his efforts on the Queen's side. The move in the text weakens his own position, and increases much Black's chances of an advantageous advance on the King's flank. White's best course was here:

32 P to Q R 4 32 Q to Q 2

(32 P takes P, 33 Q takes R P, and Black cannot protect his Q R P.)

33 R to B sq

and how can Black prevent, without disadvantage, the continuation 34 P takes P, 34 R P takes P, 35 B takes P, 35 P takes B, 36 P to B 6, &c?

(i) Black dare not play Kt to Q 4 on account of 33 R takes Kt, 33 P takes R, 34 P to B 6, 34 B to B sq best, 35 P to Q 7, &c.

(k) Very injudicious: the proper course was:

34 Q to B 3 34 K to Kt 2

If 34 R to B sq or K 3, 35 R to B sq, and Black dare not take the Pawn.

35 R to B sq 35 P takes P
36 R to R sq 36 P to B 5
37 R takes P 37 P to B 6

[37 P to K 6 would avail nought.]

38 R takes P 38 B takes R
39 B takes B, and what can Black play.

Queen and Rook being fixed to their places? If 39 Kt to B sq, 40 Q to K 5; if 39 P to R 4, 40 B to B sq, and 41 P to Kt 5.

(l) White begins to fritter away the game by a series of bad moves. The Rook cannot be taken at once, of course, but may be so later on (see move 44), and is to no earthly purpose in the meantime. White should proceed with:

36 R to B sq 36 Q to B 3

If 36 B to B 3, 37 R to R 2, 37 Q to B qs, 38 K R to R sq, 38 B to Kt 2, 39 P to B 6.

37 B to Kt 2 37 R to Q sq

To prevent the otherwise deadly result of the advance of the Q P.

38 Q to B 6

(m) Mr. Minchin explains that both, this and the preceding move, were played to enable the manœuvre of the Bishop to K 2—Q sq—Kt 3 ch. Ars longa, vita brevis est.

(n) Preparing the advance of the B P.

(o) Perfectly unconscious of the coming doom. 39 B to B sq would still save the game.

(p) Absolutely necessary to prevent the mate, which is threatened by 40 P to B 6, 40 Q to Kt 3 would not prevent this advance, *e.g.*—

40 Q to Kt 3 40 P to B 6
41 R takes P dis ch 41 K to Kt 2

The only available answer; if 41 R to B 2, 42 R takes Kt ch, 42 K to B or R sq, 43 R to Kt 8 ch; if 41 K to R sq, 42 Q to Kt 2 ch, 42 K to R 2, 43 B takes Kt ch and 44 B to B 5 dis ch.

42 Q to Kt 2 ch

[42 R takes Kt ch, 42 K to R 2.]

42 R to B 3
43 R takes Kt ch 43 K to R 2

(q) A deadly blow.

(r) There is nothing better: if 41 P takes B P, 41 Kt to R 5; if 41 P takes K P, then 41 P takes Kt P, 42 B to B 4, [42 P takes Kt P, 42 Q takes P ch, and 43 R to B 7; 42 B to Q 3, 42 B takes R] 42 P takes B, 43 Q takes P, 43 P takes P ch, 44 R takes P, 44 Q takes P ch, 45 K to R sq (best) 45 Q to B 6 ch, 46 R to Kt 2, 46 B takes R.

(s) Whatever White may play here, or on the next move, it affects but the question whether fire or frying pan are preferable.

GAME 178.

Irregular Opening.

White. Mr. JANSSENS.	Black. Mr. BLACKBURNE.
1 P to K 4	1 P to Q 4
2 P takes P	2 Q takes P
3 Kt to Q B 3	3 Q to Q sq
4 Kt to B 3	4 P to K Kt 3
5 B to B 4 (a)	5 Kt to K R 3
6 P to Q 3	6 Kt to B 3
7 Castles	7 B to Kt 2
8 B to K B 4	8 Castles
9 P to K R 3	9 Kt to B 4
10 Q to Q 2	10 Q Kt to Q 5
11 Kt takes Kt	11 Kt takes Kt
12 Kt to Kt 5 (b)	12 Kt takes Kt
13 B takes Kt	13 P to Q R 3
14 B to B 4	14 P to Q Kt 4
	[1st hour.]
15 B to Q Kt 3	15 B to Q Kt 2 (c)
16 Q R to K sq	16 Q to Q 2
17 Q to K 3	17 K R to K sq
18 B to K 5	18 Q R to B sq
19 Q to B 4	19 P to K 3
20 Q to Kt 3	20 P to Q B 4
21 P to Q B 3	21 Q to B 3
22 P to K B 4 (d)	22 P to B 3
23 P to B 5	23 P to B 5 (e)
[1st hour.]	
24 P takes B P	24 P takes Q B P
25 B to B 2	25 K P takes P (f)
26 B to Q 4	26 K to B 2
27 B to Q sq	27 Q to Q 2
28 P to Kt 3	28 B to Q 4
29 R takes R	29 R takes R
30 Q to B 2	30 Q to K 3
31 P to Q Kt 4	31 P to K R 4
32 B to B 3	32 B to R 3
	[2nd hour.]
33 R to Q sq	33 B takes B
34 Q takes B	34 Q to K 5
35 K to B 2	35 R to Q sq (g)
36 P to Q R 4	36 Q to B 7 ch
37 Q to K 2	37 Q takes Q ch
38 K takes Q	38 B to B sq
39 P to Kt 5	39 P takes P
40 P takes P	40 R to K sq ch
41 K to B 3	41 B to Q 3
42 P to Kt 6	42 P to Kt 4
43 P to Kt 7	43 P to Kt 5 ch
44 K to B 2	44 P to R 5
45 R to Q Kt sq (h)	45 B to Kt 6 ch
46 K to B sq	46 B to Kt sq
47 B to B 5 (i)	47 R to K 4
48 B to Q 4	48 R to K 3
49 R to Kt 5	49 K to Kt 3
50 R to Kt 4	50 R to B 3
51 B to B 2	51 K to Kt 4
	[3rd hour.]
52 R to Kt 5	52 P to Kt 6 (k)
53 B to K 3 ch	53 K to Kt 3
54 K to K 2	54 R to K 3
55 K to B 3	55 R to Q 3
56 B to Q 4	56 R to R 3 (l)
57 R to Kt 6 (m)	57 R takes R
58 B takes R	58 K to Kt 4
[2nd hour.]	
59 B to Q 4	59 P to B 5
60 K to K 4	60 P to B 4 ch
61 K to Q 5 (n)	61 P to B 6
62 P takes P	62 K to B 5
63 K takes P (o)	63 K takes P
64 K to Q 5	64 P to Kt 7 (p)
65 K to K 6	65 K to K 5 (q)
66 B to Kt sq (r)	66 P to B 5
67 P to B 4	67 P to B 6
68 K to Q 7	68 K to Q 6
69 K to B 8 (s)	69 B to B 5
70 P to B 5	70 K to K 7
71 P to B 6	71 P to B 7
72 B takes P	72 K takes B
73 P to B 8 Qning (t)	73 B takes Q
74 K takes B	74 P to Kt 8 Qning
75 P to B 7	75 Q to Kt 6
76 K to Kt 7	76 Q takes R P and wins.

(a) This square is seldom advantageous for the K B in close or irregular openings.

(b) Black threatened B takes P.

(c) The capture of the P would leave Black far behind in the development, *e.g.* :—

	15 K B takes P
16 Q R to K sq	16 B to K B 3

If 16 B to Q Kt 2, then 17 P to Q B 3, 17 B to R 3, 18 B to R 6, 18 R to K sq, 19 Q to B 4. 19 P to K 3, 20 Q to K 5. If 16 B to K Kt 2, then 17 B to Kt 5, 17 R to K sq, 18 Q to K 3, 18 B to B sq, 19 Q to B 3.

17 R to K 3	17 B to Q Kt 2
18 K R to K sq	18 P to B 4
19 R to R 3, &c.	

(d) After having lost time with useless manœuvres, White adopts a stratagem which must lead to the loss of a Pawn.

(e) If 23 P takes B, then, of course, 23 P to B 6, winning the piece back.

(f) To proceed with 25 Q to Kt 3 ch, and the capture of the Q Kt P, was not commendable, *e.g.* :—

	25 Q to Kt 3 ch
26 B to Q 4	26 Q takes P
27 B to R 4	27 R to K 2
28 R takes P	

(g) Black dare not capture the R P, after 35 Q to B 7 ch, 36 K to B sq, as he would then lose the Rook :—

	36 Q takes R P
37 Q to Q 5 ch	37 K to B sq
[37 R to K 3, 38 R to K sq]	
38 B to B 5 ch	38 K to Kt 2
39 Q to Q 7 ch	

(h) The right rejoinder, which ought to lead to a draw at least.

(i) White could force the draw at once by :—

47 R to Kt 6	47 R to K 3
48 R takes R	48 K takes R
49 B to B 2	49 P to Kt 6
50 B to Q 4	50 P to B 5
[There is nothing better.]	
51 K to K 2	51 K to B 4
52 K to B 3	

(k) This advance should only be made when forced, as it enables the hostile king to advance again.

(l) A slip, which ought to lose.

(m) White, curiously enough, overlooks the simple rejoinder 57 R to Q 5, which must win the Bishop for the passed Pawn.

(n) K to B 3 leads to a draw, whilst the move in the text proves ruinous Mr. Janssens was fortunate enough to have victory in hand in both his games against Mr. Blackburne, but in both instances he throws even the draw away. Habent sua fata turnamenta, as Anderssen once remarked.

(o) 63 K to K 6 would lose also, by :—

	63 P to Kt 7
64 K to B 6	64 K to Kt 6
65 K takes P	65 K takes R P
66 K to Kt 4	66 K to Kt 6

(p) To prevent the rejoinder 65 P to K 5 which, otherwise, would give White a chance to draw.

(q) The position is of extreme difficulty and interest, and the continuation chosen complicates it still more, as will be seen from the next note. The simplest and shortest course, I think, was :—

	65 K to Kt 6
66 B to K 5 ch best	66 B takes B best
67 K takes B	67 P to Kt 8 queens
68 P to Kt 8 queens	68 Q to B 5 ch
69 K to B 3 dis ch	69 P to B 5

and Black should win easily.

(r) A very friendly rejoinder, which makes matters easy for the opponent. 66 K to Q 7 would offer White ample means of a long resistance :—

66 K to Q 7	66 K to Q 4

[66 P to B 5 leads but to a transposition of moves.]

67 K to B 8	67 B to Q 3

If 67 B to R 7, 68 K to Q 7, 68 B to Kt 6, 69 K to B 8, [69 K to K 7, 69 B to Kt sq, 70 K to Q 7, 70 P to B 5, 71 K to B 8, 71 B to Q 3, 72 K to Q 7, 72 P to B 6,] and Black dare not play 69 K to B 3 on account of the reply 70 P to B 4, which would win.

68 K to Q 7	68 P to B 5
69 P to B 4 ch	69 K takes B
70 K takes B	70 P to Kt 8 queens
71 P to Kt 8 quns.	71 Q to Kt 3 ch
72 K to Q 7	72 Q to B 2 ch
73 K to Q 6	73 Q to B 3 ch
74 K to Q 7	74 K takes P

and the contest will be still a long one.

(s) If 69 P to B 5, 69 K to K 7, 70 P to B 6, 70 P to B 7, 71 B takes P, 71 K takes B, 72 P to B 7, 72 B takes P, 73 K takes B, 73 P queens, 74 P Queens, 74 Q to Kt 6 ch, 75 K to Kt 7, 75 Q takes Q ch, 76 K takes Q, 77 K to Kt 6, &c.

(t) 73 P to B 7 would not mend matters.

GAME 179.

Scotch Game.

White. Mr. Blackburne.	Black. Mr. McDonnell.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to B 4
5 Kt to Kt 3 (a)	5 B to Kt 3
6 Kt to B 3	6 Kt to B 3 (b)
7 B to K Kt 5 (c)	7 P to K R 3
8 B to R 4	8 Q to K 2
9 B to Q 3	9 P to Kt 4
10 B to Kt 3	10 P to Q 4
11 Castles	11 B to Kt 5
12 Q to Q 2	12 Castles Q R
13 P takes P (d)	13 Kt takes P
14 B to B 5 ch (e)	14 B takes B
15 Kt takes Kt [1st hour.]	15 Q to K 5
16 Kt takes B ch	16 R P takes Kt
17 Q to B 3	17 Q takes B P
18 Q to B 6	18 B to K 3 [1st hour.]
19 P to B 4	19 P to Kt 5
20 P to B 5	20 B to Q 4 (f)
21 R to B 2	21 Q to K 5
22 R to Q B sq	22 P to R 4 (g)
23 Kt to Q 2	23 Q to K sq (h)
24 P to Kt 4	24 R to Q 2
25 P to Kt 5	25 Kt to Kt sq
26 Q takes Kt P	26 Q to Q sq (i)
27 Q to R 5	27 R to K sq
28 P to Kt 6	28 Q R to K 2 (k)
29 P takes P	29 R to K 8 ch
30 R to B sq	30 R takes R ch
31 Kt takes R	Resigns.

(a) A suggestion of Mr. Blackburne, and first played in the Divan Tourney by Mr. Potter against myself.

(b) I played, in the game just referred to, 6 K Kt to K 2.

(c) This pinning is premature. The development of the K B seems preferable.

(d) 13 P to K 5 would be bad, on account of the reply, 13 Kt to K R 4.

(e) Taking the Knight was better. The course chosen loses a Pawn without recompense in position.

(f) The capture of the Knight was safe, notwithstanding that it opened the adverse Rook's file.

(g) 22 B takes Kt, leaves Black with a decided advantage.

(h) Giving White what he wanted to establish a crushing attack. 23 Q to R 5, or Q 6, was the right continuation.

(i) Black has nothing better :—

If 26 B to B 3

then :

27 P takes B	27 P takes Q
28 P takes R dbl ch	28 K takes R
29 R to B 7 ch	29 K to Q sq
30 Kt to B sq, forcing the game.	

If 26 Kt to B 3

then :

27 Q to B 5	27 P to Kt 3
28 Q to B 3	

If 26 P to B 3

then :

27 B takes Kt	27 K takes B
28 P takes P, &c.	

(k) If 28 Kt to R 3, White wins by 27 B takes P.

GAME 180.

Vienna Opening.

White. Mr. Blackburne.	Black. Mr. Minchin.
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 Kt to Q B 3
3 Kt to B 3	3 Kt to B 3 (a)
4 B to Kt 5	4 P to K Kt 3 (b)
5 P to Q 4	5 P takes P
6 Kt takes P	6 B to Kt 2
7 B to K Kt 5	7 P to K R 3
8 B to K R 4	8 P to Kt 4 (c)
9 Kt to B 5	9 K to B sq (d)
10 B to Kt 3	10 P to Q 3
11 Kt takes B	11 K takes Kt
12 Castles	12 Q to K 2
13 P to B 4 (e)	13 B to Kt 5
14 P takes P	14 P takes P (f)
15 Q to Q 2	15 Kt takes P
16 Kt takes Kt	16 Q takes Kt
17 B takes Kt [1st hour.]	17 P takes B
18 Q R to K sq	18 Q to Kt 3 (g)
19 Q to Q 4 ch	19 K to R 2
20 Q takes B	20 Q R to K sq
21 Q to Q 7	21 R takes R
22 B takes R	22 R to K B sq
23 B to B 3	23 K to Kt sq
24 Q to R 3	24 P to K B 4
25 R to K sq	25 P to Kt 5
26 Q to R 4	26 P to B 5 (h)
27 R to K 7	Resigns.

(a) 3 P to K Kt 3, followed by B to Kt 2, as first played by Mr. Steinitz, is preferable.

(b) This move is not advisable. 4 P to Q R 3 would lead, by a transposition of moves, to a known variation of the Ruy Lopez. White has then nothing better than 5 B to R 4. If instead, 5 B takes Kt, then 5 Q P takes B, 6 Kt takes P, 6 Kt takes P.

(c) Black ought to change Knights first.

(d) Castling was not satisfactory, but preferable to the move in the text.

(e) White should first capture the Knight, and then advance the B P. This course would carry the game in a few moves, I think :—

13 B takes Kt	13 P takes B
14 P to B 4	14 B to Kt 5 (or A, B)
15 P takes P	15 P takes P
16 Q to Q 4	16 K R to K sq
17 Q R to K sq	17 P to B 4

White threatens 18 P to K 5.

18 Q to Q 2	18 Kt to Q 2

(18 Kt to R 2, 19 P to K 5)

19 Kt to Q 5	19 Q to Q sq
20 Kt to B 6	20 Kt takes Kt
21 Q takes P ch	21 K to B sq
22 R takes Kt	22 B to K 3
23 B to R 4, &c.	

A.

	14 Kt takes P
15 Q to Q 4 ch	15 Kt to B 3
16 P takes P	16 P takes P
17 Q R to K sq	17 B to K 3

(17 P to B 4, 18 Q to Q 2)

18 Kt to K 4	18 R to R 3
19 R takes Kt	19 R takes R
20 R to K B sq	

B.

	14 P to Kt 5
15 B to R 4	15 Q to K 3

White threatened 16 P to K 5.

16 P to K 5	16 Kt to R 2 (or Q 4)
17 P to B 5	17 Q takes K P
18 Q takes P ch	18 K to B sq
19 Q R to K sq, &c.	

(f) If 14 B takes Q, Black loses Bishop and Knight for a Rook.

(g) A blunder, which loses a piece on the move. Black's best move was 18 Q to Q 4, after which the game may proceed as follows :—

19 Q to B 3 ch	19 K to R 2
20 R to K 7	20 B to K 3
21 R takes Q B P	21 P to Q B 4
22 Q to B 6	22 K R to K Kt sq
23 P to B 4	

(h) There was nothing to be done, of course, but the last moves of Black seem to be made to force White to effect a mate as quickly as possible.

The following Games were played in the New York Tournament, at the Café International :—

GAME 181.

Played 25th March 1876.

French Opening.

White. Mr. Mason.	Black. Mr. Alberoni.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Q Kt to B 3	3 B to Kt 5 (a)
4 B to Q 3 (b)	4 P to Q B 4
5 P takes B P (c)	5 P to Q 5
6 P to Q R 3	6 B to R 4 (d)
7 P to Q Kt 4	7 P takes Kt
8 P takes B	8 Q takes P
9 B to K 3	9 Kt to K B 3 (e)
10 Q to Kt sq	10 Castles
11 Q to Kt 4	11 Kt to B 3
12 Q takes Q	12 Kt takes Q
13 P to B 3 (f)	13 B to Q 2
14 Kt to K 2	14 K R to Q B sq
15 Castles K R	15 B to K sq
16 K R to Q Kt sq	16 Kt to Q 2
17 B to Q Kt 5 (g)	17 K to B sq
18 B takes Kt	18 B takes B
19 P to Q R 4 (h)	19 K to K 2 (i)
20 B to Q 4	20 P to Q Kt 3 (k)
21 P takes P	21 P takes P
22 R takes P	22 R to B 5
23 B takes B P	23 R takes R P
24 R takes R	24 B takes R
25 B to Kt 4 ch (l)	25 K to B 3
26 P to B 3	26 Kt to B 5
27 R to Kt 7	27 P to Kt 4
28 R to B 7	28 B to Q 8 (m)
29 B to K 7 ch	29 K to Kt 3
30 Kt to Q 4	30 R to R 8
31 K to B 2	31 R to R 7 ch
32 K to K sq (n)	32 Kt to K 6
33 B to Q 6	33 B to R 5 (o)
34 P to Kt 4	34 Kt to Kt 7 ch
35 K to B sq	35 Kt to K 6 ch
36 K to Kt sq	36 R to Kt 7 ch
37 K to R sq	37 R to K B 7
38 P to R 4 (p)	38 P takes P
39 R to B 8	39 P to R 3
40 B to B 4	40 Kt to Kt 7
41 K to Kt sq	41 R to Kt 7
42 B to K 5	42 P to B 3
43 B to Q 6	43 P to K 4
44 Kt to B 5	44 K to Kt 4
45 B to R 3	45 R to Q B 7
46 B to B sq ch	46 R takes B ch
47 K takes Kt	47 K to B 5 (q)
48 Kt takes P at R 4	48 R to B 7 ch (r)
49 K to R 3	49 B to Kt 4
50 Kt to Kt 2 ch	50 R takes Kt (s)
51 K takes R	51 B to K 7
52 R to K B 8	52 B takes P ch
53 K to B 2	53 B takes Kt P
54 R takes P ch	54 K takes P
55 R takes P	55 B to Q 8 (t)
56 K to K sq (u)	56 B to Kt 6
57 K to Q 2	57 B to B 5
58 R to Q 6	58 B to B 8
59 R to Q 8	59 B to B 5
60 R to Q B 8	60 B to B 8
61 P to B 4	61 K to Q 5
62 P to B 5	62 B to R 3
63 R to B 7	63 P to K 5
64 P to B 6	64 P to K 6 ch
65 K to Q sq	65 K to B 4
66 R to R 7	66 K to Kt 3
67 R to R 8	67 B to Kt 4

Drawn.

(a) Dr. M. Lange was the first, I think, to point out the insufficiency of this move, and the superiority of 3 Kt to K B 3.

(b) 4 P takes P, followed up by 5 Kt to K B 3, is the stronger course.

(c) A novelty. The usual continuation at this juncture is 5 P takes Q P, 5 B P takes P, 6 B to Q Kt 5 ch.

(d) Black wisely refrains from winning the exchange which would leave him with the inferior game, *e.g.*—

	6 Q to R 4
7 P takes B	7 Q takes R
8 Kt to Kt 5	8 Kt to Q R 3
9 Kt to Q 6 ch	9 K to B sq
10 B takes Kt	10 Q takes B
11 Q takes P	11 Kt to B 3
12 Kt to K 2, &c.	

(e) If 9 Kt to Q 2, White may answer, 10 Q to Kt 4, 10 P to K Kt 3, 11 B to Q 4.

(f) To no purpose. The simple continuation 13 Kt to K 2 was best. Black would gain nought by 13 Kt to Kt 5 on account of the answer, 14 B to Q 4.

(g) Poor play, leading at once to Bishops of different colours. 17 R to Kt 5 would not only defend the attacked Pawn, but force a winning end-game, *e.g.*—

17 R to Kt 5	17 P to Q Kt 3

(If 17 Kt to Q B 3, then of course 18 R takes P, 18 Q Kt to K 4, 19 R to Kt 5.)

18 P takes P	18 P takes P
19 B takes P	19 Kt takes B

(If 19 Kt to B 5, 20 B takes Kt, 20 R takes B, 21 B to Q 4, &c.)

20 R takes Kt	20 Kt to B 5
21 B takes Kt	21 R takes B
22 R to Kt 3	22 B to R 5

(If 22 Q R to B sq, 23 R to R 2, 23 B to R 5, 24 R to Kt 4.)

23 R takes P	23 R takes R
24 Kt takes R	24 B takes P
25 P to Q R 4	

Should Black avoid the exchanges given in this variation, White will emerge with two pawns ahead.

(h) White does not capture the pawn on account of the rejoinder P to Q Kt 3, but why not at once 19 B to Q 4? The move in the text exposes unnecessarily a valuable Pawn

(i) Overlooking the threatened rejoinder B to Q 4. Black could proceed here safely with :—

	19 Kt to B 5
20 B to Q 4	20 P to Q Kt 3
21 P takes P	21 P takes P
22 B tks Kt P or A	22 R takes P
23 B to Q 4	23 Kt to R 6
24 R to Kt 7	24 Kt takes P
25 R takes R	25 B takes R, &c.

A.

22 Kt takes P	22 P to K 4
23 B to B 2	23 Kt to Q 7
24 R to Q sq	24 R takes Kt
25 R takes Kt	25 Q R takes P
26 Q R to Q sq	26 B to B 3

(k) Not satisfactory, but probably best under the circumstances.

(l) White should take the opportunity of changing his Bishop for the adverse Knight, remaining then with Knight and Pawn against a Bishop, *e.g.*:

25 B takes Kt	25 R takes B
26 R to Kt 7 ch	26 K to B 3
27 R to Q B 7	

(m) The first move of a very fine manœuvre.

(n) If 32 K to Kt 3, Black would equally proceed with 32 Kt to K 6, threatening 33 R takes P ch, 34 K to R 3, 34 B takes P, 35 Kt takes B, 35 P to Kt 5 ch, &c. The following ending is very interesting and full of beautiful points.

(o) Mr. Alberoni points out, that he did not capture the Kt P on account of the threatened rejoinder P to K B 4.

(p) If 38 P to R 3, Black draws at once.

(q) There is nothing better. If 47 R to B 7 ch, 48 K to R 3, 48 B to Kt 4, then 49 Kt takes P at R 4; if 47 B to Kt 4, then 48 Kt to K 3.

(r) 48 B to Kt 4, first, was better.

(s) Forced, otherwise he is mated or loses a Rook.

(t) If 55 K to Q 6, White wins by 56 P to B 4; if 55 B to B sq, by 56 R to Q 3.

(u) Throwing away the victory. 56 P to B 4 must win against any play, *e.g.*—

56 P to B 4	56 B to R 5

(If 56 B to Kt 6, 57 P to B 5 and 58 P to B 6.)

57 R to Q 3

GAME 182.

Played 17th April 1876.

Petroff's Defence.

White. Dr. Barnett	Black. Mr. Mason.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 Kt takes P	3 P to Q 3
4 Kt to B 3	4 Kt takes P
5 P to Q 4	5 P to Q 4
6 B to Q 3	6 B to Q 3
7 Castles	7 Castles
8 P to K R 3 (a)	8 B to K 3
9 B to K 3 (b)	9 P to K B 3
10 Kt to K sq	10 P to K B 5
11 B to B sq	11 Q to K R 5 (c)
12 B to K 2	12 Kt to Q B 3
13 P to Q B 3	13 Q R to K (d)
14 B to Kt 4 (e)	14 R to K B 3
16 Kt to Q 2	15 Kt takes Kt (f)
16 B takes Kt	16 B takes B
17 Q takes B	17 Q takes Q
18 P takes Q	18 R to Kt 3
19 P to B 3	19 Q K to K 7
20 R to B 2	20 K R to K 3
21 K to B sq	21 R takes R
22 K takes R	22 P to K Kt 4
23 Kt to Q 3	23 K to B 2
24 R to K sq	24 P to Kt 3
25 K to Kt sq	25 P to K R 4
26 R takes R	26 K takes R
27 B to K sq	27 Kt to K 2
28 P to K Kt 3	28 P takes P
29 K to Kt 2	29 P to B 4
30 P takes P	30 P takes P
31 B takes P	31 B takes B
22 K takes B	32 P to B 5
33 Kt to B sq	33 K to K 4
34 Kt to K 2	34 Kt to B 3
34 K to B 2	35 P to Q 5
36 P takes P	36 Kt takes P
37 K to K 3	37 Kt takes Kt
38 K to Q 4	38 K to Q 2
39 P to Q K 4	39 P to Q R 4
40 K to Q 4	40 K to B 2
41 K to Q 3	41 K to Q 2

Drawn game.

(a) This useless move gives the attack into Black's hands. 8 P to Q 4 was the proper continuation.

(b) One bad move leads to another. Kt to K at once would have been preferable.

(c) Black has now a won game.

(d) For the past two moves Black could have won the R P immediately by B, and White could only play, in reply, B to K B 3.

(e) White began to feel some relief.

(f) This virtually gives up the attack, and makes an even game of it.

GAME 183.

Played 24th March 1876.

Ruy Lopez.

White. Mr. Delmar.	Black. Dr. Barnett.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 P to Q 3	5 B to B 4 (a)
6 Castles (b)	6 P to Q 3
7 B takes Kt ch	7 P takes B
8 B to Kt 5 (c)	8 P to K R 3
9 B to K 3	9 B to Kt 3
10 P to K R 3	10 Castles
11 Kt to B 3	11 Kt to R 2
12 P to K Kt 4 (e)	12 P to K R 4
13 Kt to R 2	13 Q to R 5
14 K to Kt 2	14 B takes B
15 P takes B	15 Kt to Kt 4
16 R to B 3	16 Kt takes R
17 Kt takes Kt (f)	17 Q to B 3
18 P takes P	18 Q to R 3
19 Q to K sq	19 Q takes R P
20 Q to Kt 3	20 P to K B 4
21 P takes P	21 B takes P
22 Kt to K R 4 (g)	22 R to B 3
23 R to K Kt sq	23 R to R 3 (h)
24 K to R 2	24 R to R 2
25 Kt takes B	25 Q takes Kt
26 Kt to K 4	26 R to K B sq
27 R to Kt 2	27 Q to Q 2
28 P to Kt 4	28 K to R sq (1)
29 P to Q R 4	29 R to B 8
30 P to B 3	30 K to Kt sq
31 Kt to Kt 5	31 R to R 3
32 P to B 4	32 R to Kt 3
33 P to K 4	33 Q to K 2
34 Q to R 4	34 R takes Kt (i)
35 Q takes R (k)	35 Q takes Q
36 R takes Q	36 R to Q R 8
37 P to B 5	37 R to R 7 ch (l)
38 R to Kt 2	38 R takes P (m)
39 P takes P	39 P takes P
40 R to Kt 6	40 R takes P
41 R takes P	41 R to Kt 6 (2)
42 R takes P	42 R takes P
43 R to B 5	43 K to B 2
44 R takes P	44 R to R 6
45 K to Kt 2	45 P to R 4
46 K to B 2	46 P to R 5
47 P to R 4	47 R to R 8
48 R to Q R 5	48 P to R 6
49 R to R 7 ch	49 K to B 3
50 P to R 5	50 P to R 7
51 K to Kt 2	51 K to K 4
52 R to R 5 ch	52 K to B 5
53 P to R 6	53 P takes P

Drawn

Notes by Dr. Barnett.

(1) This move was made with the idea that Black would have been able to move the R away from the B file after going to B 8, but not deeming it safe, the K was moved back to Kt sq, threatening to win the Q and R P for the two Rooks. Two valuable moves were thus lost.

(2) The obvious move, R to Kt 3, would have been far better, thus:—

	41 R to Kt 3
42 R to K 6	42 P to R 4
43 R takes K P	43 R to R 3
44 R to B 5	44 P to R 5
45 R to B 2	45 P to R 6
46 R to R 2	46 P to Q B 4

and White having his R bottled up, would have found it difficult to draw.

(a) Although played by Morphy in his match with Anderssen, this move is not good.

(b) 6 P to B 3, as played by Anderssen, to me seems better.

(c) An unsound move. It allows the opponent to establish an attack against the White King's quarters.

(d) A very favourable continuation in all positions of this kind is P to Kt 4, threatening the immediate advance of P to Kt 5.

(e) This attempt, to prevent the advance of the hostile K B P, exposes White's game to a powerful attack, which should prove decisive. White could obtain here a good game by

12 B takes B	12 P takes B
13 P to Q 4	13 P takes P
14 Kt takes P	

(f) 17 Q takes Kt would prove better; the move in the text ought to lead to a speedy dissolution.

(g) Black threatened B takes P ch.

(h) Black conducted the attack up to this point in vigorous style, but here he sacrifices the advantage of his position, which consists in occupying the only open file of the board. 23 Q R to K B sq, and if 24 K to R 2, then 24 Q R to B 2 must decide the game in a few moves in favour of Black.

(i) The sacrifice of the exchange was not absolutely necessary.

(k) White should take with the Rook; the move in the text leaves him with a lost end-game.

(l) Black could win now easily by 37 R to R 6, *e.g.*—

	37 R to R 6
38 R to Kt 3	38 R to Kt 6
39 K to Kt 2	

There is nothing better.

	39 R takes Kt P.
40 P takes P	40 P takes P
41 P to R 5	41 R to R 5
42 K to B 2	42 K to R 2
43 R to B 3	43 R takes R P
44 R to B 7	44 R to B 4
45 R to Q 7	

If 45 R to R 7, 45 P to R 4; if 45 K to K 3, then equally:—

45 P to Q 4

(m) R to R 6 was again the right move.

(n) The continuation would be:

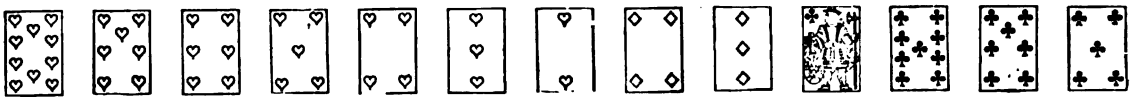
54 R to R 4	54 P to R 4
55 K to R 2	55 P to R 5
56 K to Kt 2	56 P to R 6 ch
57 K to R 2	57 K to K 4
58 R to R 5 ch	58 K takes P
59 R to R 8	

and White will prevent the Black King approaching his Q R P.

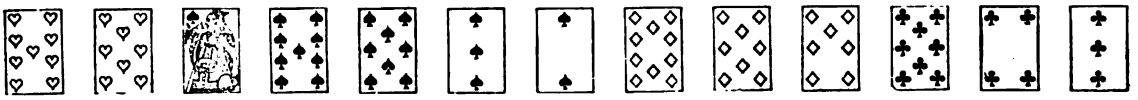
No. 121.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. Lewis.

A's Hand.

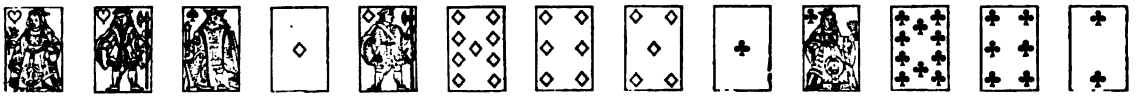


X's Hand.



B's Hand.

Z's Hand.



Diamonds trumps. This remarkable position occurred in an actual hand (at the Junior Portland Club) played between Mr. Lewis and another amateur. Which side wins the trick?

DOUBLE DUMMY PROBLEM No. 120.

Correct solutions received from Lex, A. B. C., J. H. Z., Beta, Pembridge, Carlton, Brighton, C. R. H., E. N. Frankenstein, Robert, C. P., Hearts, and Gamma. All others wrong. A. H. H.—Your solution is inaccurate. With the best will it would be impossible for us to give the necessary time to point out to each solver where his inaccuracy lies. At Whist the lead would not be from Hearts but from Clubs. Mr. Lewis awards the prize to No Cards.

DOUBLE DUMMY PROBLEM No. 118.

Correct solution received from W. R. L. We cannot wait for India.

"Of Whist or *Cribbage*, mark th' amusing game,
The partners changing, but the sport the *same;*
Else would the gamester's anxious ardour cool,
Dull every deal, and stagnant every pool.
Yet must one man, with one unceasing wife,
Play the long rubber of connubial life."—*Canning.*

WHIST JOTTINGS.—WHIST CATECHISM.

CAPTAIN ARTHUR CAMPBELL WALKER has a theory. Given a theory, it follows that a book must be written on the subject. The theory is that some minds are so constituted that while a didactic treatise is repellent, a catechism has a peculiar attraction. It is to be hoped, for the Captain's sake, that there are a sufficient number of men possessed of this curious kind of mind to pay for the publishing this book. Our recollection of the catechism is anything but pleasant. We should scarcely be inclined to recommend this form of teaching, in spite of the church's example. We found the system exceedingly dry and uninteresting, and a perusal of this book in no way changes our views. If the catechism were orally conducted by one thoroughly versed in the subject, and able to interest the learners, we can imagine much might be taught by such a system. Socrates could, by questioning an adversary, convict him out of his own mouth that his views were unsound, and if a modern Socrates will arise, and question the Whist players of the day on their reasons for the faith that is in them, some might be convinced that their line of play was unsound. The player who will not win a trick fourth hand might be shown that this cleverness seldom answers. The gentleman with Knave and another who will always put on the Knave second hand might be made to see that the disadvantages attending that mode of play outweigh the advantages. It is remarkable that a mode of play universally condemned so constantly crops up. We do not know who first taught this system, or whether any one ever taught it, but we venture to say that in every society of Whist players one of the party will have this idiosyncrasy. It is said that there are two methods of reviewing a book. In the one the critic first reads the book, and in the second he abstains from so doing. We are rather sorry that we did not follow the last system, for we arise from its perusal thoroughly bored. When we finished, we reflected, for whom was the book written? For the learner or the player? If the first can be induced to read the book, we think there will be an end of his Whist life, and he will scarcely prepare amusement for his old age. At the Oxford and Cambridge dinner, by-the-bye, one of the Chess enthusiasts, whilst denouncing Whist, boldly took Talleyrand's aphorism, and applied it to Chess. Can it be thought that any men of full years, and discretion, will read this book. To start with, all old Whist players detest books. They consider it derogatory to learn, except by their own experience, and it is next to impossible to get a single idea into their heads from books. We hope Captain Walker is not his own artist, otherwise any one attentively studying the picture on the title page would think a writer who could thus depict four Whist players, could not have learned the first lesson,—Keep your eye on the table. The leader has drawn out a card from the pack, and placed it face downwards on the table, whilst he continues to study his hand. Hesitation and doubt is fatal to Whist. The second player is also ready to play his card, without knowing what is led, and in the meantime he is carefully watching his adversary's face, whilst the other two are looking at their hands with an expression of vacancy, neither complimentary to the player nor to Whist men in general. We do not know Captain Walker's strength as a Whist player, except so far as we find it displayed in this book. We fancy he is one of those numerous players who are always looking for artificial directions as to the play of his hand. The Blue Peter, the echo of the call, the penultimate lead, the intermediate sequence. The excrescences of the game are worked to death, but there is nothing to tell the player to trust to himself. The player is swimming on corks. Take an example. He tells you what strength in trumps will justify a signal, and he then goes on to ask would you be justified in asking with less strength if the lead appear indispensable, and he gives the affirmative answer. To this we would add signal to guide your partner if he is an ass. The signal is of course of great value, but if players would trust more to themselves, instead of being guided by the partner. When the trump lead is imperative, one partner should know it as well as the other. "It is your imperative duty to return trumps immediately, if your partner leads them." Captain Walker has heard of a weak lead in trumps, because he says, later on, "A weak suit of trumps cannot be led with advantage." This is we confess new to us, and it is almost the only thing new in the book; but then that which is new is not true, and that which is true is not new. On the lead from plain suits, our author does not seem to understand that it is useless to attempt to bring in a long suit of small cards, without strength in trumps and other winning cards. At page 17 he advises that, with a weak hand in which you have four of a suit, headed by 10 or 9, the remaining cards being equally divided, you should lead the 4 suit, unless it be trumps (page 17). We are inclined to think the trump lead the best when your hand is useless for purposes of offence. Our author, later on, page 23, says, "That opening one of the other suits is generally less advantageous than leading trumps." With a bad hand it is a disadvantage to lead at all. It must be bad to lead a suit in which you have nothing, and we think that it is better to lead the trump of which you have 4 rather than open a suit by hazard. If one of your partner's trumps is sacrificed, at any rate he is left last player, and he may be able to protect the suit led, and on the return after a trump lead originally the now third player can seldom finesse. But if we cannot get a trick out of the trumps ourselves, our partner must have some good cards to save the game, and it is on him alone that we have to rely. We help him best by getting out trumps, and by playing on the offensive, this is all we can do for him. We cannot trump anything until the fourth round. However, this is a point on which we differ from our author, and we can only hope that we shall not often be driven to choose between the one lead

and the other. A trick in trumps does not, as many of our players assume, count two, but one, just like any other suit. After a discard of one of your suit, originally consisting of 4, should you lead on the assumption that you have 3 or 4, *i.e.*, the highest or lowest of the suit. Our author says, play as if you had 3 originally. We remember discussing this point with a very good player, and we came to the contrary conclusion. At page 27, we find that having won the first round of your partner's lead, if of a different suit, you have five cards, with an honour, you should open the suit in preference to returning your partner's lead. This is one of the points on which we think our author is unsound. The question is to be decided by your strength in trumps alone. If you are weak in trumps, or have no trump, we should say that such play is utterly indefensible.* Of the leads in detail, we may remark that our author is not clear as to whether the leads are original leads or not. At first sight it seems that the leads are original, but when we find one of the leads, Ace Q. alone, we can scarcely imagine any one fixing on that suit for an original lead. The lead from King, Queen, Knave, 10, 9, we have the 9 given. We much prefer the Knave. We saw a hand this week with the above cards and the 8; the first card led was the 8; partner had none, he trumped and lost the game; he certainly would not have trumped the Knave. The correct card to lead from Ace, King, and others, is the King, but, says our author, "If you have already trumped another suit, then lead Ace first, to prevent your partner trumping your King, with a view to establishing a cross ruff. We should be rather astonished if our partner trumped our King lead unless this were the only way to save or win the game. He surely must assume that we have Queen, if not Ace, and if partner has none of that suit the adversaries must have some. There are parts of the book so obscure that we fail to understand what is meant. Thus, 2nd player, with Ace Knave, if 10 is led, how should you play? *Ans.* Pass it. What is the value of instruction like the following, should the 8 be led, and not covered, and you (third hand) hold Knave 9, and others, what should your play be? *Ans.* (Page 45). You may finesse your 9 or pass the 8. Or again, in trumps, with Ace Knave, is a finesse justifiable. Yes, *sometimes*, when an honour has been turned up on the right. We cannot help thinking that our author managed to confuse himself before he got to the end of the book, and at any rate his mind was not fully concentrated on the subject before him. If he would teach men to put their whole energy and thought into the game, he would do more towards making Whist players than by the course he has adopted. Take a common case. A player has a good hand, and he sees that one of the opponents is playing for a ruff. Another suit is led, and the player by going out of the books can get the lead and play trumps. If he used his brains he would seize the opportunity at once, but the dreamy player will miss the opportunity and lose the game. To answer the question that the author puts, what card should I play at every stage of the game? requires more knowledge than any one possesses, and our author can scarcely be angry with us for pronouncing that he has soared too high.

CORRESPONDENCE CONCERNING HAND No. 237.

We give the following correspondence on this hand, having obtained leave from all concerned, as we think the hand is deserving of study. It illustrates the effect of mechanical play in two ways. First, as the hand was originally played, and next by the remarks of "A Club Player." Whist players do not consider sufficiently the effect the trump card should have on their play. Both writers go on the supposition that B has the Ace of trumps. We may point out that even if it were with Z, X would play better to hold up his K, for then the Kn 9 will be locked up between K and 10, and A could never continue the trump lead without losing three tricks in the suit. "S. P.'s" remarks about changing the suit after winning with trump Q are also worthy of attention. A commences in the hope that the cards lie so that he can make game; when he knows how they lie, after the first round, he should think over the situation again with the knowledge he has gained.

"A Club Player" is quite right in thinking we desire criticism. Nothing tends so much to improve play, and it adds interest to the game criticised to find that a method of play can be found better than occurred to the players.

To the Editor of The Westminster Papers.

Sir,—As you seem to desire criticism, I venture to make a remark on Hand No. 237 in the February number of The Westminster Papers. I fully see the goodness of B's play on the sixth trick in not trumping, but by a different course of play on the part of X, in the first trick, A's whole scheme might be defeated when A leads the trump Q. I dare not venture to say that in actual play I should have acted differently from X, but on thinking of it I can see how he ought to have played. With such strength as X has in Clubs and Spades he ought to know that A is not leading trumps from weakness, because of great strength in other suits.

* See June Number, Vol. VI.

With the 10 turned by his partner X can infer that A is playing for the finesse of Kn 9. I think then he should not put on his K on the first lead, but wait till A continues with the Kn, when by putting on his K he leaves his partner with the best trump for the third round. After three rounds of trumps, of which the last will be won by X, Z will lead a small Club, and X and Z will make four tricks in that suit and three tricks in Spades, thus scoring two by cards against two by honours in place of losing the game.

Your obedient servant, A CLUB PLAYER.

DEAR P.,—I send you a criticism on the Hand you gave me, No. 237. Have you any remarks to make on it?

Yours truly, EDITOR W. P.

To the Editor of THE WESTMINSTER PAPERS.

MY DEAR EDITOR,—I think "A Club Player" is right in what he says of X's play, but why should he suppose that A would continue with the Knave after his trump Q had gone round? If he led trump again he ought to lead the 9, for he knows where the K and A are and being desirous of being led up to he will take care that the lead is with X on the third round of trumps. But he would do still better to change the suit altogether and play out his Diamonds. His partner will then trump the third round of Diamonds and play the Ace and then a small trump, A will thus be left last in play, and although he will not win the game he will score two by cards and two by honours. "A Club Player" should remember that a good player changes his tactics when he sees that to continue them would be disadvantageous.

Faithfully yours, S. P.

DEAR SIR,—I forwarded your letter to the correspondent who gave me the Hand No. 237. Please return me his reply with any remarks you wish to make.

Yours truly, EDITOR W. P.

To the Editor of THE WESTMINSTER PAPERS.

DEAR SIR,—I return you "S. P.'s" letter. At all events he acknowledges that X could save the game by playing as I suggested. But I did not think it necessary to examine the consequences of a change of lead, for my object was to show how X could, by holding up the trump K, get the control of the trump so as to prevent A's plan of getting out the trump and bringing in a long suit. So I make A continue the trump lead to point out how completely his object was prevented.

Your obedient servant,

A CLUB PLAYER.

A WORD WITH PROFESSOR POLE.

Quis custodiet ipsos custodes?

IN the April number of the Papers I made a few remarks on the average Whist player and his vagaries, one of which I stated was, with a bad hand and no trumps to speak of, to lead one, on the idiotic ground that, unless his partner had the game in his own hand, it must be lost. I say idiotic, because this is just the sort of half truth which an idiot can grasp—there are cases, of course, at a particular stage of the game when unless your partner has such and such cards you must lose, that is, when you must "place the cards;" all this is simply and clearly put by Clay in the chapter "when to disregard rule," but there are many cases when to lead a trump with a bad hand is the only way to lose the game: if I have seven tricks in my hand I can make them, and my doing so is not in any way facilitated by my partner—unnecessarily and untruthfully—going out of his way to assure me that he holds either strong trumps or strong playing cards. This joke was perpetrated on me recently by a very fair player. He had nothing whatever, and, with the original lead, led a small trump: I had a very good hand, which I utterly smashed in endeavouring to play what I thought was his game, and when the awkward suspicion dawned on me that he had no game, it was too late, and we lost three by cards and the rubber: the adversaries stood at three, and by no possibility could we have lost more than the odd trick had my partner led his strong suit. Now, some time ago, with a view of circumventing the average player when in front of me, I bought Pole's Theory of Whist, got up appendix B,

and can play Bumble Puppy quite nicely; the rest of the book I only glanced at, but it seemed harmless, and in an evil moment I lent it to my late partner. While paying the points, I said to him, "Would you kindly inform me why you led that trump?" He is a civil man (though military), and at once replied: "With pleasure, my dear sir—that book of yours told me to do so;" and on referring to it I found, at page 54, the following hideous extract: "The adversaries are four, and you, with the lead, have a bad hand; the best play is to lead out your best trump, &c." Now, in my innocence and simplicity, I have always imagined that the knowledge, when to disregard rule, could only be acquired by a happy combination of experience, ripe intelligence, and a natural aptitude for Whist, intelligence alone being a very scarce commodity—but that a book, professing to teach Whist, should dogmatically raise a difficult exception into a law, and that law one of the formulæ of the average player, is too much. I apologised humbly to my friend for my careiessness in having lent him such a book, and got out of the matter as well as I could, by stating that, though I had not read the whole of it myself, I had seen it very favourably spoken of in the *Quarterly*. However, it is now safely under lock and key, where I intend to keep it. The Professor may plead that his advice is only intended for the young, but that is what I especially object to, *maxima reverentia pueris debetur*, and I have a young family myself. If the points at Whist keep on increasing as they have done for the last few years, by the time my boys begin, probably the lowest points will be monkeys, with a couple of thousand or so on the rubber, and such advice as this might be millions out of their pockets.

PEMBRIDGE.

The April Double Dummy Problem has a very strong resemblance to the Vienna *coup*, and suggests six by cards, but it cannot be done by me, and I should doubt by the Vienna coupist himself. I suppose there is such a word as coupist; a billiard-player is now called a cueist, and a watch a timeist—so why not? The answer is an extremely easy five by cards.

ECARTÉ.

CALCULATIONS FOR DEALER.

Dealer Hand III.—Two trumps, King guarded, and a small card of another suit.

Case calculated
Spades trumps

Possible hands for Leader		No proposal	D wins	L wins
Three or more trumps	See table	2,206		
2 T 2 Kings and another card	$\frac{5\cdot4}{2} \times 1 \times 19$	190		
2 T 1 King and two other cards	$\frac{5\cdot4}{2} \times 2 \times \frac{19\cdot18}{2}$	3,420		
2 T 3 A	$\frac{5\cdot4}{2} \times \frac{6\cdot5\cdot4}{2\cdot3}$	200		
2 T 3 B	$\frac{5\cdot4}{2} \times \frac{6\cdot5\cdot4}{2\cdot3}$	200		
2 T 3 C	$\frac{5\cdot4}{2} \times \frac{7\cdot6\cdot5}{2\cdot3}$	350		
2 T Q guarded A 1 B C	$\frac{5\cdot4}{2} \times 5 \times 15$	750		
2 T Q guarded B 1 A C	$\frac{5\cdot4}{2} \times 5 \times 14$	700		
2 T Q guarded C 1 A B	$\frac{5\cdot4}{2} \times 6 \times 12$	720		
2 T Any other cards than the above	See table			6,770
1 T 4 A	$5 \times \frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$		75	
1 T 3 A 1 B	$5 \times \frac{6\cdot5\cdot4}{2\cdot3} \times 7$			700
1 T 3 A 1 C	$5 \times \frac{6\cdot5\cdot4}{2\cdot3} \times 8$		800	
1 T 2 A 2 B	$5 \times \frac{6\cdot5}{2} \times \frac{7\cdot6}{2}$			1,575
1 T 2 A 1 B 1 C	$5 \times \frac{6\cdot5}{2} \times 7 \times 8$			4,200
1 T 2 A 2 C	$5 \times \frac{6\cdot5}{2} \times \frac{8\cdot7}{2}$			2,100
1 T 1 A 3 B C	$5 \times 6 \times \frac{15\cdot14\cdot13}{2\cdot3}$		13,650	
1 T 4 B C	$5 \times \frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$		6,825	
No trump	See table		20,349	
44		8,736	41,699	15,345

Dealer Hand IV.—Two trumps, Queen guarded, and small card in another suit.

Case calculated
Hearts trumps

Possible hands for L		No proposal	D wins	L wins.
Three or more trumps	See table	2,206		
2 T 3 Kings	$\frac{5\cdot4}{2} \times 1$	10		
2 T 2 Kings any other card	$\frac{5\cdot4}{2} \times 3 \times 18$	540		
2 T 1 King 2 other cards	$\frac{5\cdot4}{2} \times 3 \times \frac{18\cdot17}{2}$	4,590		
2 T 3 A	$\frac{5\cdot4}{2} \times \frac{5\cdot4\cdot3}{2\cdot3}$	100		
2 T 3 B	$\frac{5\cdot4}{2} \times \frac{6\cdot5\cdot4}{2\cdot3}$	200		
2 T 3 C	$\frac{5\cdot4}{2} \times \frac{7\cdot6\cdot5}{2\cdot3}$	350		
2 T Q guarded B 1 A C	$\frac{5\cdot4}{2} \times 5 \times 12$	600		
2 T Q guarded C 1 A B	$\frac{5\cdot4}{2} \times 6 \times 11$	660		
2 T any other three cards	See table			6,250
1 T 4 A	$5 \times \frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$		75	
1 T K and 2 A 1 B	$5 \times \frac{5\cdot4}{2} \times 7$			350
1 T K and 2 A 1 C	$5 \times \frac{5\cdot4}{2} \times 8$		400	
1 T K guarded A 2 B	$5 \times 5 \times \frac{7\cdot6}{2}$			525
1 T K guarded A 1 B 1 C	$5 \times 5 \times 7 \times 8$			1,400
1 T K guarded A 2 C	$5 \times 5 \times \frac{8\cdot7}{2}$		700	
1 T 3 low A 1 B	$5 \times \frac{5\cdot4\cdot3}{2\cdot3} \times 7$			350
1 T 3 low A 1 C	$5 \times \frac{5\cdot4\cdot3}{2\cdot3} \times 8$		400	
1 T 2 low A 2 B	$5 \times \frac{5\cdot4}{2} \times \frac{7\cdot6}{2}$			1,050
1 T 2 low A 1 B 1 C	$5 \times \frac{5\cdot4}{2} \times 7 \times 8$			2,800
1 T 2 low A 2 C*	$5 \times \frac{5\cdot4}{2} \times \frac{8\cdot7}{2}$		400	1,000
1 T K A 3 B C	$5 \times \frac{15\cdot14\cdot13}{2\cdot3}$			2,275
1 T 1 low A 3 B C	$5 \times 5 \times \frac{15\cdot14\cdot13}{2\cdot3}$		11,375	
1 T 4 B C	$5 \times \frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$		6,825	
No trump	See table		20,349	
		9,256	40,524	16,000

* With this hand the Leader will begin with his strongest suit, whether it be A or C. If he leads C he wins, and if he leads A he loses. His C suit will be the stronger 1,000 times out of the 1,400, and we have divided the result accordingly.

CENTENNIAL POKER.

Two players left in; stakes very high. First player shows four Aces. Second player, five Kings.

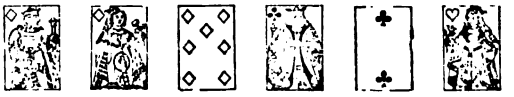
First Player.—How is this? Never saw five Kings in one pack before!

Second Player.—Nor more did I. It only happens once in a hundred years.

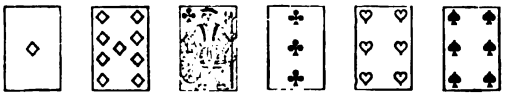
PROBLEM.

PROBLEM at All Fours, or High, Low, Jack, and the Game, or Seven up.

Leader's hand ...



Second player's hand



Clubs trumps. Can the leader win, and how?

High and low each count 1 to the hand to whom it is dealt. These are the highest and lowest trumps dealt. Jack counts 1 to the hand who books it, *i.e.* wins it, and the other point, called game (1), is the one who gets 8 or more out of the possible 15 points that the above hand counts up. Ace counts 4, King 3, Queen 2, Jack 1. In this case, of course, the hands are seen. The only rules of the game necessary to give are, that tricks are of no value, *qua* tricks. The players must follow suit if they have one of the suit, or trump. A player may trump, although he might follow suit in plain suits. They are not bound to win or head a trick. In trumps they must follow suit. If a player has none of the suit led, he is not bound to trump.

For the best solution and analysis of this problem a volume of THE WESTMINSTER PAPERS will be sent.

DRAMATIC NOTES.

IT was announced not long ago in the advertisements of Mr. Hollingshead's third theatre, the Charing Cross, that a comic sketch would be produced, in which "Mr. Turveydrop, the eminent tragedian, would give his views as to the importation of foreign actors." The announcement is now withdrawn, and we are deprived for the present of the promised treat, but it is fair to assume that Mr. Turveydrop would have been the representative of British pig-headedness, and would have railed in ignorant and vulgar fashion at the enlightened French and Italian talent now in London. The theory of much of the criticism that is written on this subject is, that the British actor is not only vastly inferior to his foreign brother, but that he should not be allowed the expression of a petty weakness of humanity in complaining that the bread is taken out of his mouth by the "foreign importation." Actors would be very unlike the rest of the world if they did not, in these days of trades and professions unionism, grumble—no doubt unreasonably—at intruders upon their interest. What they probably feel to be unjust, apart from mere professional jealousy, is that whilst the excellencies of the home article are ignored, the bad points of the foreign production are overlooked by a class of men who, calling themselves critics, are as much counsel for the one side and against the other as if they were paid for their services. As to the public, which is concerned neither with the jealousy of the actor nor with the fervent fondness of the partisan critic, but sits, or should sit, as an arbitration board between the two, all it has to consider is, first, whether the foreign acting is good, and, secondly, whether what may be called the visible excellencies of such acting can compensate for the unintelligible foreign language in which it is delivered. Whilst the answer to the first point may be favourable as regards isolated members of foreign companies itself, not as regards the companies as a whole, we very much doubt whether the general public, unversed in strange tongues, will content itself with what it can see, but not understand. If foreign art is to succeed, it must succeed by the thoughtless support of fashion.

We are now at that period of the year when fashionable patronage of continental singers and actors is most rampant, and at this moment there are five theatres devoted to musical and dramatic performances, in Italian and French, the Germans not being as yet entered in the race for favour. Covent Garden gives opera only, Drury Lane opera and Rossi, the Queen's Salvini, the Opera Comique the Franco-Belgian singers of Lecocq's music, and the Royalty indecencies in prose, expounded by those favourites, Didier and Schey, who are better known in London than in Paris. Passing by opera, which regarded musically is beyond our province, and regarded dramatically is rubbish, we come to Rossi and Salvini, who represent high art. Signor Rossi has failed to make a strong impression, either on the critics or the public, and has only one enthusiastic

backer, in the person of Mr. F. A. Marshall, who has read *Hamlet* in public, and is therefore an authority on Shakspeare. But even he cannot take from Rossi his strange ill luck, which, whether his performances are good, bad or indifferent, causes him to be looked at coldly by the critics. With Salvini it is different; he was idolised last year, and though the incense is not burnt so strongly on his second appearance, the devotees of 1875 cannot openly parade their falling off of fondness in 1876. But we have only to compare the criticisms of the two seasons to discover that where was once all eulogy, the voice of conscience is beginning to add a note of deprecation. For instance, it is almost incredible, but still true, that the critic of the *Athenæum* writes in its issue of May 13th, that "foreign art has as yet done as little as foreign criticism to furnish the student with new views as to Shakspeare's meanings!" This is nothing less than recantation. And, again, in the same article we are told that Salvini's *Othello* might, supposing the character to be southern, bring to light aspects yet unobserved. "Here ends the gain"—of Salvini's *Othello*. Can we believe our eyes, or has the *Athenæum* became Balaam reversed? If we turn to the *Daily Telegraph*, as an antidote to the *Athenæum*, we are astonished to find that the critic who last year exhausted his extensive vocabulary of praise now writes that even those who object to Salvini's reading of the play, to his unwarrantable mutilation of it, and to his business, totally at variance with the poet's intention, must still admire the actor's noble presence, his sonorous voice and his graceful motions. We do admire these qualities, and we also admire the sentries at the Horse-guards; but a noble presence and a fine figure is not high art. Over the French comedians, who may be said to represent low art, there is no falling off of rapture. This company is now under the direction of Mr. Horace Wigan, who first putting them at the tail end of the programme at the Princess's, has since transferred them to the Royalty, where they have been giving the favourite *Le Reveillon*, and are about to give the equally nasty *Le Proces Veauvidieux*. The favourite portion of the favourite *Le Reveillon* is what is called the supper party act, which is of such a character that it had to be left out bodily in a weak English adaptation of the play that appeared some time ago. Great is the favour accorded to this act by the critics, and the irrepressible writer for the *Telegraph* is delighted with the smallness of the theatre, which he says enables the spectators to feel that they are almost sharers in the fun of the supper party on the stage. We have no doubt that, with many of the spectators, this thought was father to the wish. But surely this is a strange and an unpalatable thing, even in the prevailing tone of manners, that men should not only take pleasure in dirt, but should publish the fact of their pleasure in print, and not only publish it, but do all in their power to inoculate the public with the same tastes. It is true enough that man has base tastes. Few of us are free from them; but it is more consistent with public decency for us to keep them in the background, and not to proclaim our delight in them on the house tops, or rather in the press. If such entertainments as these given at the Royalty are necessary to jaded appetites, as necessary as the photographs and books periodically seized by the police, by all means let them be patronised. But we cannot see the necessity for the critic's notice of them, still less for his approval. As a private individual, he is welcome and free to enjoy them, but as a public writer, he has duties as well as rights, and it ill becomes him, whilst he sneers at the honest endeavours of English art, to assist in corrupting the public taste by unstinted praise of *Le Reveillon* and *Gavaut, Minard et Cie.*

Abel Drake, at the Princess's, adds another to the long list of failures in new plays that have occurred this season. But, whereas, other failures, such as *Queen Mary* or *Wrinkles*, may be treated with respect, either from the writing or the acting, the failure of *Abel Drake* involves discredit on the management, the author, and, in a lesser degree, on those of the performers who were imperfect in their parts. This combination of incapacity caused a first-night failure of more than ordinary extent, and the journals of the following Monday recorded the fact. But, with some want of logic, certain critics, whilst announcing the failure, blamed the audience for being hostile and rather noisy. The audience was not hostile at the beginning of *Abel Drake*, nor was it angry, though much provoked, during the whole five acts; and, as to being rather noisy, we should like to know how a play can be condemned as a failure without some sign or manifestation of the feelings of the audience. If a play is an admitted failure, ought we rather to give our approbation to that occupant of a private box who applauds it with all his might, or to that occupant of the gallery who mildly chaffs it? Our own opinion, after some experience of plays of all degrees of badness, is, that *Abel Drake* was let off very cheaply. It is, or rather was, for it only lived a week, an adaptation, by Mr. John Saunders, of his novel, *Abel Drake's Wife*. According to Mr. Saunders, Mr. Tom Taylor had a hand in the adaptation, but his impeachment has been denied by Mr. Taylor, who probably guessed the reception the play would meet with. Exactly the reverse happened over *Arkwright's Wife*, produced in 1873. Mr. Taylor's name, at first, stood alone as the author, but afterwards that of Mr. Saunders was added. That the one succeeded and the other failed, is probably owing to the fact that Mr. Taylor, who, it must be confessed, has few rivals as a playwright, had very much to do with *Arkwright's Wife*, and very little with *Abel Drake's Wife*. No dramatist of the very least experience would have spread a feeble play over five acts, allowed his heroine to shilly shally between a lover and her wedded husband, or his hero to act in the imbecile fashion of Abel Drake, who will neither "take nor leave" his wife; and, when he is not spying at her from behind stage contrivances of concealment, is maundering over an invention that refuses to work. But what shall be said of the "experienced" manager, who not only does not point out and correct the author's crudities, but contributes largely to the failure of the author by the slovenly and disgraceful manner in which he puts the play on the stage. The "Bird-boy,"

the singing guest, the dreadful bells, which were as much like those of a church as a child's toy to Big Ben, and, above all, the long intervals between the acts, must be set down to the account of the manager. This is Mr. Horace Wigan, who is usually called able, astute, experienced and the like; but when we recall his management of the Olympic, the St. James's, the Mirror, where, after several wretched productions, he succeeded with *All for Her*, by pure chance, and his present triple venture with the Princess's, Royalty, and Opera Comique, we cannot help thinking that these complimentary epithets are misplaced. Under the depressing circumstances of weak authorship and bad management, it was not to be expected that the principal performers in Abel Drake could make much way. Mr. Clayton did his best with his own ungrateful part, and helped Mr. Fisher considerably as a prompter. Miss Coghlan labours under the disadvantage of not being able completely to realise her own excellent conceptions. Her movements and expression in the first act, after the death of the child, were truly admirable, but her voice failed to carry on the illusion so perfectly as her gestures led us to expect it would.

Abel Drake is the only novelty of the month, but revivals have taken place at the Lyceum, the Prince of Wales's, the Haymarket, and the Olympic, a circumstance which seems to show that new dramatists are not forthcoming or not wanted. The Haymarket has fallen to pieces on its old lines, and seems to be in doubt on what basis to re-erect itself. The programme of late has been of the most various description, and is to be further extended by the production, in English, of M. Dumas' last play *L'Etrangère* with the French title retained. A Sir Randal Roberts has made his appearance, with moderate success, at the Olympic. Little attention would have been given to his debut on the stage had he not thought fit to place a portrait of himself, in uniform, with a biography underneath, in all the chop and lobster shops in the Strand. It is obvious that a gentleman's achievements on the field of battle can have little relevance to his merits as an actor, nor can it be said to be in the best taste towards the members of his new profession for Sir Randal Roberts to insinuate that he expects to gain success as an actor by his title and his medals. Looked at in the light of a starting point, the title no doubt has its advantages. It is as good as her brougham to the debutante, and as worthy of our esteem.

ANSWERS TO CORRESPONDENTS.

CHESS.

G.H.T. (Buffalo).—Many thanks for the problems, which shall have our best attention. The three mover has a solution by 1 Kt takes Q B P.

W.N. (St. Neots).—We fully appreciate your feelings on the points mentioned, but, with more opportunities for acquiring information, you must not be surprised if we are obstinate on such questions.

H.J.C.A. (London).—The necessity for sending the letter was obviated in some way, and so the matter was allowed to drop.

J.P.B. (Brooklyn).—Accept our best thanks for the games. There are some on your side who despair, but *n'importe*.

J.C. (Gateshead).—1. There is no such office to fill, we shall answer your inquiry fully through the post. 2. The *City of London Magazine* has ceased to appear, owing to the indisposition of its editor, and the *Chess Player's Chronicle* has also been discontinued.

J.M. (Brompton).—As you cannot take them all, we recommend the *Hartford Times*, *New York Clipper*, and now the *Dubuque Journal*. You can procure them all through Mr. Morgan, our publisher.

W. MEREDITH.—An excellent problem, and it appears all right.

V. GORGIAS.—Have the problems you sent to Mr. Healey some time ago been published?

DOUBLE DUMMY.

G. B. (Low Brompton).—A B takes Dummy against A and M *in the middle of the rubber*. The cards are cut to A B, who deals, and turns up (an honor); A and M claim that there must be a fresh deal, as it was Dummy's deal. Is this so? Does the deal, as it is, stand?—*Ans.* The laws of Dummy, subject to certain exceptions, are the same as those of Whist, and as the trump card had been turned, law 48 of the Whist Code comes into operation.

NAPOLEON.

S. S. M.—A B C D and E play 1/- Napoleon. A declares 4, and it is passed all round. He leads a Heart and E revokes. A does not get his 4 tricks, and on playing the hand over again, after discovering the revoke, he still fails to make his 4 tricks. What penalty does E incur? and what advantage can A take of the revoke? I contend that by your rules, 1st September 1875 (by which we play), E has to pay A 3/-, and A pays B C and D 4/- each. Is this correct?—*Ans.* E has to pay 3/- for the revoke, and he does not receive the 4/- that he would otherwise have had. A not having got the declared number of tricks, pays 4/- to each player except E.

J.W.S. (Pernambuco).—Numbers sent from March last. No subscription arrived in your letter. Your clerk must be careless, for yours just received was not stamped. We have forwarded your letter to the right quarter, and we will communicate with you as soon as possible.

NEW ZEALAND PAPERS.—None received by the Mail arriving in London 24th May.

AN IRISH CHAMPION.

The WESTMINSTER PAPERS, 1st July 1876.

The Westminster Papers.

1ST JULY 1876.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE spread of Chess in what is called a "vertical direction" was strongly indicated a few days ago by the sudden appearance of the gentle game in the House of Commons. There is, perhaps, nothing extraordinary in the circumstance of a public speaker reverting to Chess for illustrations of a political argument. The aptness of its technicalities for such a purpose was made evident in the curious letter to the *Craftsman* (No. 376, 15th September 1733), wherein the pieces symbolized the opposing politicians of the time, and every one has read Chatham's famous philippic against a Ministry of his day, culminating in the declaration, "They have not a move left, my lords, they are checkmated!" The vicissitudes of a Chess contest were naturally enough common resources of the political writer and speaker at a time when some knowledge of the game was considered a necessary part of a liberal education, and Chess was almost literally *caviare* to the vulgar. In recent times, oratorical references to it have been few and far between, and such as have fallen under our notice have always betrayed singular ignorance of it on the part of the speakers. The passage of arms between Mr. Kay Shuttleworth and Mr. Gathorne Hardy, reported in the *Times* of the 20th ultimo, is an amusing case in point. The honourable member twitted the Government with "playing their Pawns instead of their Queen, and *so concealing their game*," and the Secretary for War retorted that he believed "great players played more with their Pawns than with their Queens, and often advanced a Pawn instead of a Queen, *so as not to ruin their whole game.*" Mr. Shuttleworth's proposition that the development of the Pawns tends to conceal the player's game may be left to the Chess theorist of the future, but Mr. Hardy's simile, although it was amusingly incoherent, was not so entirely ridiculous as his opponent's. If he had said *sacrificed*, instead of "advanced a Pawn," the aptness of his illustration would have been more apparent to the Chess player; but we are no politicians, and it is possible that that word would not have been so satisfactory to the "Pawns" of the occasion. There is an ugly sound in the word sacrifice when applied to political friends, whereas neither in a political nor any other sense can there be an objection to "advancement."

The City Club has removed into their new quarters, secured, as we announced last month, at Mouflet's Hotel, 24 Newgate Street, and these were formally opened to the members on the 28th ultimo. The occasion was celebrated by a blindfold performance of Mr. Blackburne's, who opposed ten of the members simultaneously. Mr. Blackburne is so well known to be unsurpassable in blindfold play that it is unnecessary to dwell on his latest achievement. Suffice it to say that his performance attracted a large and interested crowd of Chess amateurs, besides a numerous contingent of outsiders.

The handicap tournament of the Bristol and Clifton Chess Club was brought to a close a few days since. The silver cup presented by the Rev. J. Greene, and won last year by Mr. Thorold, has fallen, this year, to Mr. W. Cook, the youthful author of the *Synopsis of the Openings*, and a player of the highest promise, to whom the Western Champion yielded the odds of Pawn and move. Mr. Minchin, receiving the same odds, won the second, and Mr. Thorold, having apparently been overweighted in the handicap, took the third prize. The fourth prize fell to Miss Mary Rudge, a lady who has displayed in former tournaments remarkable skill in the game.

The annual meeting of the Counties Chess Association will be inaugurated on Monday, the 31st instant, at the College, Cheltenham. Through the courtesy of the Honorary Secretary, Mr. W. Coates, we are enabled to place before our readers the conditions and regulations of the proposed tournaments. They are as follow:—

PRIZES WILL BE OFFERED FOR COMPETITION AS FOLLOWS:—

CLASS I.—Open to Provincial Amateurs on becoming Members of the Association by a subscription of at least One Guinea. The first Prize to be of the value of Ten Pounds; the Second, Five Pounds; the Third, Three Pounds; the Fourth, Two Pounds.

A Challenge Prize will be given to the player who first wins three times the Association's First Prize in Class I.,

value Forty Pounds. The winner to give the value of the annual Class Prize towards the fund for a new Challenge Prize.

CLASS II.—Open to Members not strong enough for Class I. If twelve entries, there will be Four Prizes; Five Pounds, Three Pounds, Two Pounds, One Pound.

If the entries in this class should be numerous, arrangements would be made for its division into sections of equal strength, with separate Prizes for each section.

CLASS III.—First Prize, Three Pounds; others Thirty Shillings and One Pound, if sufficient number of entries.

If necessary, arrangements would be made for another class with extra Prizes.

There will be a general Handicap arranged during the early part of the meeting of eight, sixteen, or thirty-two players. Two, four, or six prizes, according to number of entries.

No player can commence play in any of the classes after Tuesday morning.

All Provincial Amateurs can become Members of the Association by an annual subscription of Ten Shillings and Sixpence.

No Prize will be given in any class in which there are not, at least, six entries.

All disputed points to be settled by the Committee, and its decision in all cases to be final.

Play will commence at Six o'clock on the Monday evening, and be continued each day during the week, from Ten o'clock to Three o'clock, and from Seven p.m. till Twelve.

All Subcribers can be present at the Meeting to see the play, but only Members (Subscribers of not less than 10s 6d) can compete for the Prizes.

A Vice-President, subscribing £2 2s, or any one subscribing £1 1s, may obtain Free Admission Tickets for the members of his family.

After the Meeting a printed statement of accounts will be sent to each subscriber of 5s and upwards.

The meeting will take place, by the kind permission of the College Council, at the College, Cheltenham.

The Hon. Secretary will be happy to give any information respecting Hotels and Lodgings.

Any two competitors might arrange to play one of the games in the week after the Meeting, if the Committee considered the special circumstances rendered it desirable that permission should be granted for that purpose.

No entries in any of the three classes will be received after Saturday, 29th July.

Communications and Subscriptions may be sent either to the Hon. Secretary and Treasurer, B. W. Fisher, Berkeley Hall, Cheltenham; or to the Local Hon. Sec., W. Coates, Esq., 16 Brandon Terrace.

RULES AND REGULATIONS,

By which all Competitors in the various Classes are bound to abide.

1.—All competitors must be present at the College (except under a special exemption, to be obtained from the Hon. Secretary) at Five o'clock on Monday evening, 31st July 1876, to make the necessary arrangements before play commences.

2.—The player having the first move shall play with the White men.

3.—The player who has the second move shall record the game: if he fail to supply a correct and legible copy, he shall be called upon to pay a fine of 2s 6d to the Treasurer for each omission.

4.—All disputes to be settled by the Committee, three Members forming a quorum, and their decision to be final.

5.—The games played at the meeting shall be distributed among the papers, etc., which have given publicity to the meeting of the C.C.A. by the Sub-Committee appointed for that purpose: The Rev. C. E. Ranken, Rev. W. Wayte, E. Thorold, Esq., and the Hon. Secretary.

6.—Each competitor shall play one game with every other competitor, and the prizes shall be determined by the gross score; in cases of equality, the Committee shall consider the time in hand and decide whether the prize shall be divided, or whether there shall be further play.

7.—The games shall be played in accordance with the Rules of the British Association.

8.—Drawn games count half a game to each of the players.

9.—Every competitor, after once commencing play, shall hold himself in readiness at the conclusion of any game to be called upon for further play—no player being *compelled* to play except during the regular hours appointed; any competitor failing to act upon this call within half-an-hour shall be liable to a fine of 5s, to be paid to the Treasurer, for each half-an-hour's absence. After two such forfeits have been incurred by a competitor with regard to any one game, the game shall be scored against him.

10.—In all cases of resignation, the game shall be added to the score of the adversary.

11.—Competitors shall draw lots for the order of their place in a class, and shall take the first move according to the Table adopted by the C.C.A.

12.—Any game may be adjourned at 3 p.m. and 11 p.m.; unfinished games *must* be adjourned at 12 p.m.

13.—Before the commencement of any game a time limit of twenty moves to the hour may be demanded.

14.—Players entering their names as competitors must pay their subscribtion whether they play or not.

15.—The prizes will be given as soon as possible after the meeting; the winners must apply for them *in writing* to the Hon. Secretary.

A match between the Shaftesbury and the Jewish Working Men's Chess Clubs was played at the rooms of the latter association on the 15th ultimo. Sixteen players took part in the fray, which resulted in a signal victory for the champions of the Jewish institute, who came off with a score of eleven won and two draws against an adverse score of two.

At the annual dinner of the Hull Church Institute Chess and Draughts Club, held on the 24th May last, a handsome set of Staunton Chess men was presented to the honorary secretary and treasurer, Mr. J. T. Palmer. A set of Draughts, and board to match, were also presented to Mr. Palmer, both gifts being in recognition of that gentleman's "valuable services since the formation of the club." A match between this club and the players of Grimsby was contested on the 10th ultimo, at Hull, and it resulted in the Hull champions winning, with a score of six to four, and four drawn.

Two new Chess columns have come under our notice during the past month. The *Newcastle Courant* is under the supervision of Mr. William Mitcheson, an old-time Chess player and problem composer of the Tyneside, who, after partial divorce—a *mensa et thoro*, so to say—has returned to his old flame, Caissa, with new

fire. From ancient fuel, too, is it derived, but it burns the more brightly for that, and Mr. Mitcheson's gossip anent old games, old problems, and old books will please alike the old Chess player and the young. The Chess editor of the *Derby Gazette* is Mr. F. Thompson, a problem composer of repute, and a very ingenious player. His selections of problems—old and new—display judgment and knowledge of the subject, and his column bids fair to take a high place in the newspaper literature of Chess.

Our notice of Mr. Miller's article on the powers of the Chess pieces, which appeared in the *Huddersfield College Magazine* for June, has elicited the following interesting communication from Mr. James Pierce :—

Copthill House, Bedford,
22nd June 1876.

DEAR SIR,—The discussion in the *Huddersfield College Magazine* on the relative powers of the pieces is very interesting, but, like a good deal in political economy, practically worthless. The matter is more fully considered in Mr. Tomlinson's interesting work, "Amusements in Chess;" with the following results :—

I. Average power of each piece to move over the open board—

Pawn	1¼	Rook	14
Knight	5¼	Queen	22¾
Bishop	8¾	King	6½

II. About the middle of the game, *obstructive* power of the pieces (that is, the power of preventing the enemy from occupying any square in a particular line) is—

Pawn	2	Rook	10½
Knight	5¼	Queen	17
Bishop	7¼		

And their relative power, at this juncture, of commanding squares is—

Pawn	1	Rook	10
Knight	5	Queen	16½
Bishop	7		

III. Comparative power of the pieces in choosing what point to select as a position of attack is—

Pawn	2	Rook	11
Knight	6	Queen	24
Bishop	6½		

IV. The dislodging power, *i.e.*, the power to compel the removal of an assailed piece is—

Pawn	·08	Rook	2·9
Knight	2·8	Queen	4·7
Bishop	1·0		

V. The power of different pieces in giving mate; the comparative results here are not given.

After this the author *adds together* the mean value for each, and this is the final result—

Pawn=1·00 Knight=3·05 Bishop=3·50
Rook=5·48 Queen=9·94

After all this laborious investigation, I demur to the conclusion on two distinct grounds (and the writer himself seems struck with the apparently strange result, more especially with reference to Knight and Bishop). First, I do not see on what principle the mean values should be added; for this is to assume that the powers of the several pieces from each point of view are of exactly the same account, which is evidently absurd. Secondly, the whole discussion is, I hold, only interesting as a mathematical puzzle, because the pieces *have no fixed value at all*, but in every game, at every move, their relative values alter, in some cases a Knight being more valuable than a Queen; in others, the enemy's pieces being an absolute disadvantage to him, and therefore their value a negative quantity.

The real truth is, everything depends on *position*, and this being indefinitely variable, it is impossible to fix any absolute values of the pieces, in the game. Still, it would be highly interesting, and possibly instructive, to calculate in a similar manner the total value of *force* on each side at certain junctures in some of the well-known openings. The results might or might not tally with the concise + or − symbols in the German *Handbuch*. Mr. Miller would be doing service to the Chess World if he would devote his mathematical talents for a little time to this enquiry.

I am, Sir, yours faithfully,
JAMES PIERCE.

We hinted, last month, that we are "no mathematician, as Cassio was," and therefore should not presume to utter any judgment upon the subject, but we must demur to the condemnation of these investigations implied in Mr. Pierce's declaration that they are practically worthless. For practical purposes, in the worldly sense, the game itself is worthless, but the best intellects of the past and present time have pronounced it the highest of all intellectual recreations, and if we so regard it, Mr. Miller's labour is neither wasted nor even ill-bestowed.

La Stratégie for June contains the usual *quantum* of games and problems, and the *Deutsche Schachzeitung* has an elaborate review of the *English Chess Problems*, from the pen of Dr. Scwhœde, extending to the end of the three-move compositions.

The *New Review of Chess* for June contains the conclusion of Signor Centurini's end game studies, and a selection (comprising the Scotch Gambits) from the match between Blackburne and Steinitz. The Scotch Gambit openings have been selected for a special purpose, and we commend the number under notice to all amateurs interested in the late match.

Our American news this month may be briefly summarised. The Café International Tournament is ended, and Captain Mackenzie has carried off the first prize. Mr. Alberoni has already secured the second, and for the third Bird and Mason have tied.

The match between Mason and Judd, which was to have commenced last month, has been broken off, the players being unable to agree upon the time limit question. Mr. Judd is desirous of fixing the time limit at an hour for fifteen moves, and Mr. Mason thinks that twenty moves per hour would suit his game better.

The regulations of the Centennial Tourney, as issued by the Philadelphia Chess Club, have provoked much criticism in New York and London. The New York players are decidedly opposed to the slow play

permitted by such a time limit as an hour to each player for twelve moves, and both there and in London the condition requiring the entrance fees to be paid before any information concerning the amount of the prizes is published is regarded as exacting too much faith in the success of the congress from intending competitors. The Centennial Committee have, we are given to understand, agreed to modify the regulations to the satisfaction of New York at all events, and as the probable amount of the prize fund must now be capable of estimation, we may look forward to a complete programme of the proposed tourney early in the present month. Unless, however, something unexpected in the way of a liberal subscription is received, we believe the prize fund will not exceed five hundred pounds, a sum sufficiently large to ensure complete success for a National tourney, but hardly enough, when divided into four or five parts, to lure any of the European tourney players across the Atlantic.

OUR PORTRAIT GALLERY No. 5.—THE REV. G. A. MACDONNELL.

THE Rev. G. A. Macdonnell, if he has not, as one of his foreign admirers once declared, "*inherited* all the talents of his great *namesake*," is, notwithstanding, one of the foremost players of the present day, and his achievements upon the checquered board have shed additional lustre upon a historic name.

Mr. Macdonnell was born in August 1830, and settled in London in the year 1856, becoming soon after his arrival a frequent attendant at *Simpson's*, then, as now, the acknowledged head quarters of Chess in England. In the famous International Tournament of 1862, he gained the fourth prize, defeating Steinitz and Blackburne, and in the Dundee Tournament of 1867, he divided honours with De Vere, and drew the only game he played with Neumann in a style that elicited high praise from the critics of the period.

In the several tournies organized by the late British Chess Association in the year 1868, Mr. Macdonnell displayed his highest powers. He carried off two of the special prizes, the *Glowworm*, and the *Mongredien*, defeating De Vere, Blackburne, and Wisker. With the latter he played a short match of three games in 1873, which he won off hand (all the games), but in 1874 Mr. Wisker turned the tables upon him, scoring the victory in their second match by a majority of three. Our hero's position in the recent Divan tourney will be fresh in the recollection of our readers. It was observed of Mr. MacDonnell some years ago in this journal, that as a match player he is prone to over-elaborateness, and the charge is true to the extent that he often rejects the plain way in favour of conceptions, which, however, creditable to his imagination and daring, occasionally result in disaster to his game. But as a giver of odds he has no superior, his play, under such circumstances, being remarkable for brilliancy in attack and fertility of resource in defence.

In private life, Mr. Macdonnell is distinguished for his wit and charm of manner. He is a powerful and useful preacher, and has received from the press the highest commendations as a public reader, and interpreter of Shakspearian characters.

SHAKSPEARE'S MENTION OF CHESS.

From "Notes and Queries."

WITH all deference to the high authority of the late Mr. Staunton, with whom I was for many years in the constant habit of playing Chess, and often conversed with on Shaksperian subjects, I do not think that the passage from *King John*, quoted by Jabez, contains a reference to the game.

> "Out, insolent! thy bastard shall be king,
> That thou may'st be a queen and check the world,"

to my mind simply implies that Constance, armed with power derived from her son as a king in his minority, might hold the world in check, *i.e.* curb or control it. If Shakspeare intended an allusion to Chess here, the simile, I may remark, would be an erroneous one, as there is nothing necessarily dangerous or harmful *per se* in a check at Chess, which is merely an attack on the King by an adverse piece, compelling him either to move or to ward it off by the interposition of one of his own pieces.* If Shakspeare had written "check*mate* the world," there could have been no possible doubt as to his meaning. The concurrence of the two Chess terms, "queen" and "check," in the passage in question I consider to be fortuitous, and I am inclined to think that Mr. Staunton, when he pronounced the said passage to have a relation to Chess, had not thoroughly considered the matter, but was caught by the specious conjunction of these two words.

HUGH A. KENNEDY.

Junior United Service Club.

* When a Knight checks, the King has, of course, no option but to move.

OUR PROBLEMS REVIEWED.

No. 788, by S. H. THOMAS.—"In spite of the first move (our ancient friend Q to a corner square) this problem is far from easy, and the composer has also displayed ingenuity in avoiding a second solution, no easy matter, considering White's strength and Black's helplessness," H. J. C. A.—"Elegant and well constructed; the Black King has unusual liberty," R. W. J. —"As elegant and pleasing in idea as accurate in construction," W. J. N. B.

No. 789, by G. J. SLATER.—"Very well constructed, and pleasing," H. J. C. A.—"Pretty, but easy," R. W. J.—"Cleverly constructed. The best of the ordinary mates," W. J. N. B.

No. 790, by F. HEALEY.—"Would be an excellent problem if correct, which it appears to me not to be," R. W. J.—"Another very ingenious composition, and next in merit to its predecessor," W. J. N. B.

No. 791, by CONRAD BAYER.—"Undoubtedly pretty, but, for this composer, unusually easy. The duals after 1 B to Q 4 are not, I think, of much consequence, that variation being of minor importance," H. J. C. A.—"Very interesting and good. The sacrifice of the two Rooks is rather unexpected," R. W. J. —"Very good, but not so difficult as this composer's usually are," W. J. N. B.

No. 792, by J. P. TAYLOR.—"Very pretty, though not very new," H. J. C. A.—"Simple," R. W. J.—"Of average merit," W. J. N. B.

No. 793, by T. M. BROWN.—"A deceptive position for such a plain sailing looking affair. White's first move is not a little puzzling," H. J. C. A.—"A beautiful problem, and by no means easy," R. W. J.—"A very neat and compact little problem," W. J. N. B.

No. 794, by G. E. CARPENTER.—"A commencement somewhat more commonplace than could be anticipated from Mr. Carpenter. The termination is pretty, but I am in some doubt whether my solution tallies with the author's intention," H. J. C. A.—"Another good problem. Very neat and pretty; the first move is not at all obvious," R. W. J.—"Although commencing with a check, has some ably planned variations," W. J. N. B.

No. 795, by C. W., of Sunbury.—"Very pretty; the variations are well contrived and carried out," H. J. C. A.—"An excellent little stratagem," R. W. J.—"Easy and ugly," W. J. N. B.

No. 796, by F. W. MARTINDALE.—"Fresh and unconventional. In its way, quite a little gem," H. J. C. A.—"Pretty, but easy," R. W. J.—"Neat, but easy," W. J. N. B.

No. 797, by A. CYRIL PEARSON.—"I find impracticable," H. J. C. A.—"A pair with the preceding," R. W. J.

No. 798, by W. T. PIERCE.—"A good problem, not especially difficult, but one that will please most solvers," H. J. C. A.—"Uninteresting, and rather obvious," W. J. N. B.—"An excellent problem, well conceived and carried out," R. W. J.

No. 799, by J. N. KEYNES.—"Cooked," H. J. C. A.—"Has a solution in five moves," R. W. J.

No. 800, by R. W. JOHNSON.—"Has two solutions," R. W. J.—"Cooked. I have suggested to the author of this problem a way to easily obviate the error. If my notion proves correct, this sui-mate would be well worth reprinting, the final moves being very original and hard to discover," H. J. C. A.

No. 801, by CONRAD BAYER.—"Out of 23 possible replies for Black, 16 lead to dual mates. In every instance, however, White carries out his original threat to mate with the Knight, and that piece only. So skilfully is this done, that I am constrained to admit that in this particular case duals have almost been made ornamental," H. J. C. A.—"Well constructed, but easy, on account of the threatened check," R. W. J.—"Neat, but rather obvious through Black's threatened move of P to K 7 dis ch," W. J. N. B.—"This, though not very easy, is wanting in variety, and may be called rather a 'one horse affair,' its beauty consisting in the amount of work got out of the Knight. A dual occurs if K moves to either of the squares left open for him by Kt to Kt 3 or K 6," J. P. Taylor.

No. 802, by CONRAD BAYER.—"Somewhat disappointing. Although neat and pleasing, I found this easier to solve than any three mover by Herr Bayer that I have previously tried," H. J. C. A.—"A beautiful little problem; more pretty than difficult," R. W. J.—"Ingenious and pretty, though its beauty is but skin deep," W. J. N. B.—"This has much beauty, but the White P on R 6 tells the solution only too plainly," J. P. Taylor.

No. 803, by CONRAD BAYER.—"This problem possesses much beauty and constructive merit. It is, however, rather palpable that the Black King must not be allowed to escape viâ Q B 5. The knowledge of this fact renders White's first move too obvious. There is, moreover, a lack of variety in the solution, a fault I never expected to find in a tourney problem by this renowned master," H. J. C. A.—"A fine and interesting position, and to me the most difficult in the number; the difficulty is not overcome after the first move," R. W. J.—"An ingeniously constructed and beautiful stratagem; the main variation being not too easy to discover," W. J. N. B.

No. 804, by CONRAD BAYER.—"An excellent example of combined Knight play. Here we have both beauty and variety to a considerable degree, and altogether this problem appears to me the gem of the set," H. J. C. A.—"Another excellent problem in all respects, but perhaps not so difficult as the preceding," R. W. J.—"Another capital composition, both in idea, beauty and variety," W. J. N. B.

REMARKS ON THE SET.—This is not characterised by the depth, subtlety and complexity of former prize sets by the same composer. It seems clear that Herr Bayer is cultivating a lighter and more sparkling quality of work than was formerly his wont. To compare the present quartette with other stratagems that witched us in years gone by is something like measuring the Opera Comique with the Grand Opera. Admirers of the lighter style of composition (and is not their name legion?) will hail the change, while those who like better to sound the depths of the profound will still find graces of style and finish of workmanship herein from which they may learn a useful lesson.—H. J. C. A.

No. 805, GEO. H. THORNTON.—"A brilliant two mover," H. J. C. A.—"Fair," R. W. J.—"Rather tame," W. J. N. B. —"Is of average merit, but has a bad dual if B replies Kt to Kt 5 by Kt takes Kt or Q Kt 7 or Q 7," J. P. Taylor.

No. 806, by J. PIERCE.—"Very fair," H. J. C. A.—"The first move is rather too obvious," R. W. J. — "Cooked. Although White commences two different ways Black's moves are the same," W. J. N. B.—"If this is not a cook, the problem is much under the composer's usually high standard," Wm. Nash.

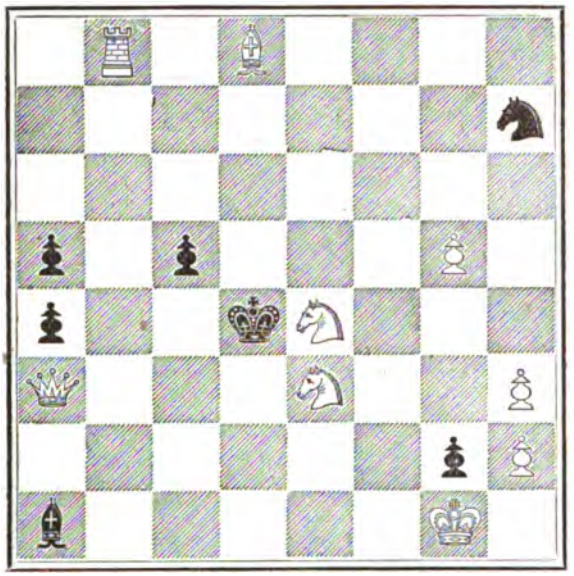
No. 807, by F. HEALEY.—"A good and clearly marked idea, concisely expressed yet ably varied," H. J. C. A.—"An elegant and attractive position," R. W. J.—"A beautiful and well constructed problem, with a rather dark first move," W. J. N. B.

No. 808, by CONRAD BAYER.—"Cooked," H. J. C. A.—"Neat but easy," R. W. J.—"Neat, but rather obvious," W. J. N. B.

PROBLEMS.

PROBLEM No. 809.—By C. CALLANDER.

BLACK.

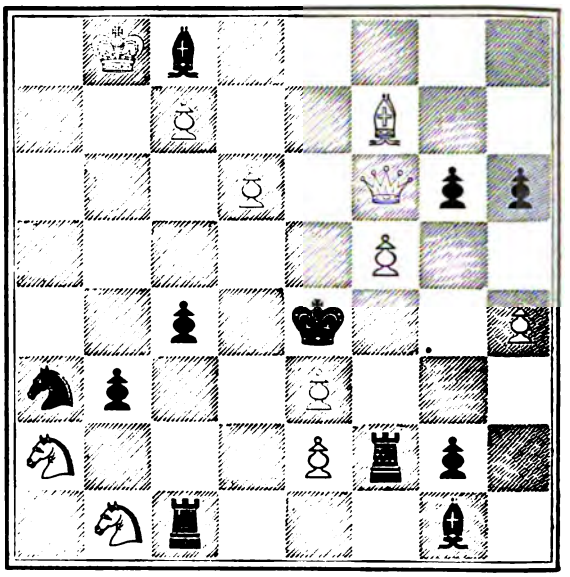


WHITE.

White to play and mate in four moves.

PROBLEM No. 810.—By W. MEREDITH.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 811.—By CONRAD BAYER.

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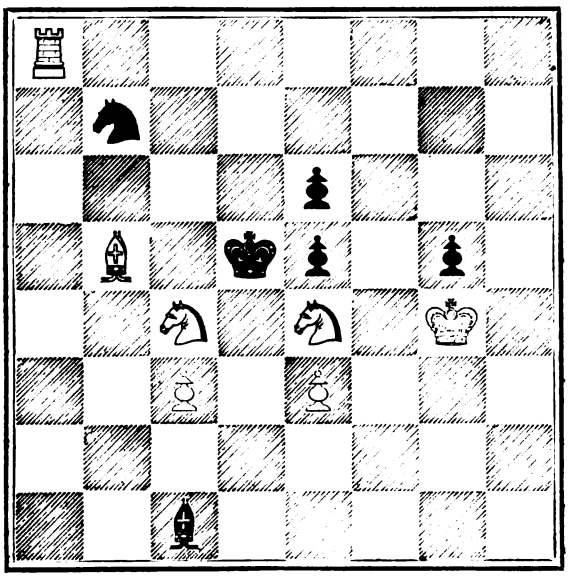

WHITE.

White to play and mate in four moves.

PROBLEM No. 812.—By F. HEALEY.

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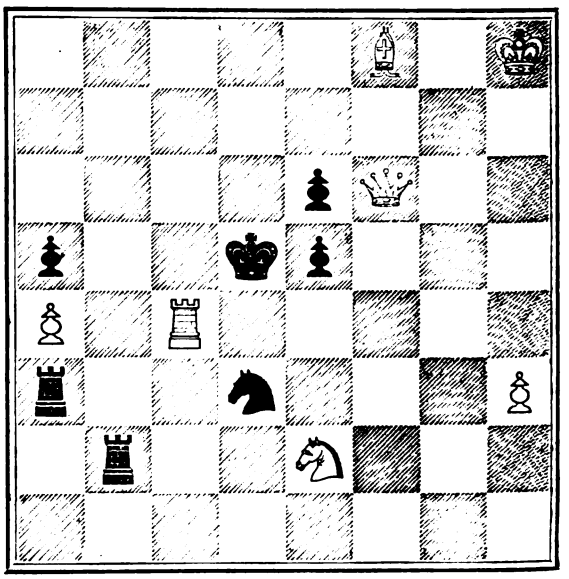


WHITE.

White to play and mate in four moves.

PROBLEMS.

No. 813.—By E. N. Frankenstein.

BLACK.

WHITE.

White to play and mate in three moves.

No. 814.—By J. E. Vernon.

BLACK.

WHITE.

White to play and mate in three moves.

No. 815.—By Sergt.-Major McArthur.

BLACK.

WHITE.

White to play and mate in three moves.

No. 816.—By D. W. Clark, of Siberia.

BLACK.

WHITE.

White to play and mate in four moves.

No. 817.—By C. W., of Sunbury.

BLACK.

WHITE.

White to play and mate in four moves.

No. 818.—By D. W. Clark, of Siberia.

BLACK.

WHITE.

White to play and mate in five moves.

No. 819.—By F. W. Martindale.

BLACK.

WHITE.

White to play and mate in five moves.

No. 820.—By Ben. S. Wash, St. Louis, Mo.

BLACK.

WHITE.

White to play and mate in five moves.

No. 821.—By R. W. Johnson.

BLACK.

WHITE.

White to play and mate in five moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 184.

This and the following Game was played in the Divan Tournament.

French Opening.

White. Mr. BLACKBURNE.	Black. Mr. JANSSENS.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Kt to Q B 3	3 B to Kt 5
4 P takes P	4 P takes P
5 Kt to B 3	5 Kt to K B 3
6 B to Q 3	6 Castles
7 Castles	7 B to K 3
8 Kt to K 2	8 P to K R 3 (a)
9 Kt to B 4	9 Kt to B 3
10 P to B 3	10 B to Q 3 (b)
11 Kt takes B	11 P takes Kt
12 R to K sq	12 Kt to K Kt 5 (c)
13 R takes P (d)	13 Kt takes R P (e)
14 Kt to Kt 5 (f)	14 R to B 3 [1st hour]
15 Q to R 5	15 Q to K B sq
16 B to R 7 ch (g)	16 K to R sq
17 B to Kt 6 (h) [1st hour]	17 R takes P
18 R takes B	18 R to B 8 ch
19 K takes Kt	19 Q takes R ch
20 P to Kt 3	20 R to B 7 ch (i)
21 K to R 3	21 Q to Q 2 ch
22 P to Kt 4	22 Q R to K B sq
23 B to K 3	23 K R to B 6 ch
24 Kt takes R	24 R takes Kt ch
25 K to Kt 2	25 R takes B
26 R to K B sq	26 Q to Q 3
27 K to R sq	27 Kt to Q sq (k)
28 P to Kt 5	28 R to Kt 6 [2nd hour]
29 B to B 2 (l)	29 R to K 6

Black forfeits the game, having transgressed the time limit (m.)

(a) Losing time.

(b) The weakness of Black's 3rd move is now clearly shown; the Bishop comes on its usual square in this opening, after having lost a move.

(c) Black tries to get the attack at the expense of a pawn. 12 Q to Q 2 would be met obviously by 13 Kt to K 5.

(d) Should White play 13 P to K R 3, Black would draw at least by the sacrifice of the Knight, *e.g.* :—

13 P to K R 3	13 Kt takes P
14 K takes Kt	14 Q to R 5 ch
15 K to B sq (best)	15 R takes Kt ch
16 P takes R	16 Q takes P ch
17 K to K 2	17 Q to R 2 ch

(e) Again an attempt to draw, should the sacrifice be accepted.

14 Kt takes Kt	14 B takes Kt ch
15 K takes B	15 Q to R 5 ch
16 K to Kt sq	16 Q takes P ch
17 K moves	17 Q to R 5 ch

(f) A very strong rejoinder, which ought to prove decisive in connection with White's next move.

(g) White dare not play 16 Kt to R 7 on account of the reply 16 R takes R. The move in the text is, however, injudicious, whilst 16 B to K 3 would win against any play, *e.g.* :—

16 B to K 3	16 R takes R (or A)
17 Kt takes R	17 Q to B 3

(Q to B 2, 18 B to R 7 ch)

18 Q takes Q P	18 Kt to K 2 (or X)

(If 18 K to R sq, 19 Q to K 4. If 18 Q to R 5, 19 Kt to B 4 dis ch)

19 Q takes P	19 R to K sq
20 Q to K 4	

With a fine position, and two Pawns ahead.

X.

	18 Q to B 2
19 Q to K 4	19 Q to R 4

(19 P to K Kt 3, 20 Q takes P ch, 20 Q takes Q, 21 B takes Q, and White will remain with three pawns ahead.

20 Q to R 7 ch	20 K to B 2
21 Kt to Kt 5 ch	21 K to B sq

(21 K to B 3, 22 Q to B 5 ch, 22 K to K 2 23 Q to K 6 ch, 23 K to Q sq, 24 Kt to B 7, ch)

22 Q to R 8 ch	22 K to K 2
23 Q takes P ch	23 K to Q sq
24 Kt to B 7 ch	24 K to B sq
25 Kt takes B ch	25 P takes Kt
26 B to K B 4	

A.

	16 R to B 4
17 Q to Kt 6	17 R takes Kt
18 B takes R	18 P takes B
19 Q R to K sq	

forcing the game.

(h) Ruinous: 17 B to Q 3, or 17 B to K 3 was indispensable.

(i) The best course was 20 Q R to K B sq, as following, forced, continuation may show:

	20 Q R to K B sq
21 B to B 4	

If 21 Kt to B 7 ch, 21 Q R takes Kt, 22 B takes R, 22 Q to Q 2 ch, 23 P to Kt 4 best, 23 Q to Q 3.

	21 Q R takes B
22 R takes R	22 R takes R
23 Kt to B 7 ch	23 R takes Kt
24 B takes R	24 Kt to K 2

and the end-game is clearly in favour of the second player.

(k) Suicidal: 27 Kt to K 2 would still leave Black with the better game.

(l) Mr. Blackburne misses here the forcing rejoinder :—

29 R to K sq	29 Kt to K 3
30 P takes P	30 Kt to B 5

There is nothing better.

31 P tks P dbl ch	31 K takes P
32 Q to R 7 ch	32 K to B 3
33 Q to B 7 ch	33 K to Kt 4
34 R to K 5 ch	34 Q takes R

the only resource to avoid speedy mate.

35 P takes Q	35 Kt takes B
36 Q takes B P, &c.	

(m) It is but fair to point out that the game is now clearly in White's favour:

30 B to Kt 6	30 Kt to K 3

If 30 R to Kt 6, 31 R to K sq, as shown in the preceding note.

31 P takes P	31 Kt to B 5
32 P tks P dbl ch	32 K takes P
33 Q to R 7 ch	33 K to B 3
34 Q to B 7 ch	34 K to Kt 4
35 R to K Kt sq ch	35 Kt to Kt 7
36 R takes Kt ch	36 R to Kt 6
37 Q to B 5 ch	37 K to R 3
38 R to R 2 ch, &c.	

GAME 185.

Irregular Opening.

White. Mr. POTTER.	Black. MR. BLACKBURNE.
1 P to Q 4	1 P to Q 4
2 Kt to K B 3	2 Kt to K B 3
3 P to K 3	3 P to K 3
4 B to Q 3	4 B to Q 3
5 P to B 4	5 Castles
6 Castles	6 P to Q Kt 3
7 P to Q Kt 3 (a)	7 B to Kt 2
8 B to Kt 2	8 Q Kt to Q 2
9 Q Kt to Q 2 (b)	9 R to K sq
10 Kt to K 5	10 Kt to B sq
11 P to B 4	11 Q to K 2
12 Q to K 2	12 K R to Q sq
13 Kt to Kt 4 (c)	13 Kt takes Kt
14 Q takes Kt	14 P to K B 4 [1st hour.]
15 Q to R 3	15 B to R 6 (d)
16 B takes B	16 Q takes B
17 P takes P [1st hour.]	17 B takes P
18 Kt to B 4	18 Q to K 2
19 Kt to K 5	19 Kt to Q 2
20 Kt takes Kt (e)	20 R takes Kt
21 Q R to K sq (f)	21 Q to Kt 5
22 K to R sq (g)	22 R to K sq
23 B to Kt sq	23 P to B 4 (h)
24 P takes P (i)	24 P takes P
25 R to Kt sq	25 B to B 3
26 Q to Kt 3	26 R to Q 7
27 P to K 4 (k)	27 P takes P
28 Q to K 3	28 R to Q 5
29 P to K R 3	29 Q R to Q sq (l)
30 K to R 2 [2nd hour.]	30 Q to Kt 2 (m) [2nd hour.]
31 R to K 2	31 Q to K 2
32 Q to B 2	32 P to K 4
33 K R to K sq	33 P takes P
34 Q takes P	34 R to K sq
35 R to K 3	35 R to K B sq (n)
36 Q to Kt 4	36 Q to K 4 ch
37 K to Kt sq	37 R to K sq
38 Q to K 2	38 Q to Q 4
39 K to R 2	39 R to Q 7
40 Q to Kt 4	40 Q to K 4 ch

41 Q to Kt 3 (o)	41 R to Q 5
42 Q takes Q	42 R takes Q
43 K to Kt 3	43 K to B 2
44 K to R 2 (p)	44 K to K 3
45 K to Kt sq	45 K to Q 3
[3rd hour.]	[3rd hour.]
46 K to R 2	46 R to K 3 (q)
47 K to Kt sq	47 K to K 4
48 R to Q B 3	48 K to Q 3
49 Q R to K 3	49 B to Q 4
50 K to R 2	50 K to K 4
51 K to Kt sq	51 R to K B 3
52 B to B 2	52 R to K Kt 3
53 K to R 2	53 R to Q R 3
54 B to Kt sq	54 P to Kt 3
55 Q R to K 2	55 R to Q B 3
56 K to Kt 3	56 P to B 5
57 P takes P	57 R fr. Q 5 takes P
58 K to R 4 (r)	58 P to K R 3
59 R to Q sq	59 R to Q 5
60 R fr. Q sq to K sq	60 R to B 6 (s)
[4th hour.]	[4th hour.]
61 R to Kt 2	61 R to R 6
62 R to Kt 8	62 B to K 3
63 R to Kt 5 ch	63 K to B 3
64 R to B sq ch	64 B to B 4
65 R from Kt 5 takes B ch (t)	65 P takes R
66 P to Kt 4	66 R to R 4
67 K to R 5	67 P to B 5 dis ch
68 K takes P	68 P to K 6
69 P to K R 4	69 P to K 7
70 P to Kt 5 ch	70 K to K 2
71 R to K sq	71 P to B 6
Resigns	

(a) White fails to grasp the requirements of the position. He adopts a uniform development, which leaves the lead to the second player, who obtained it by leaving the Q B P on its original square. Mr. Potter ought to take advantage of this omission by:—

7 Kt to B 3	7 B to Kt 2
8 R to K sq	

threatening to obtain a commanding position by 9 P to K 4.

(b) The second player was right, in choosing Q 2 for the development of the Q Knight, as he did not want to block his Q B P by Kt to B 3; but why does the first player adopt the same line of play?

(c) 13 P to K 4 was not advisable, on account of the answer, 13 P to Q B 4. If White, however, intended the exchange of Knights, his previous move was clearly loss of time.

(d) Well played. White's attack can have only a chance of success, if he keep both his Bishops. The Black Queen obtains, besides, after this exchange, perfect freedom of action.

(e) Very injudicious; the Knight occupied a good position. Should Black exchange it, White would retake with the B P, improving his position, and he would have no difficulty in the end game to undouble his K P.

(f) Obviously with the intention to advance the K P. The move, however, leaves the Queen's flank very weak. I prefer 21 Q R to B sq, followed up by the doubling of the Rooks in the Q B file.

(g) This, and the following move, are played again, for the purpose of advancing the K P; the King's move to avoid the capture of the Q P with check. The change in the position of his majesty, into the fire of the hostile Bishop cannot be, however, a happy one.

(h) To open the Queen's file for his Rooks, and to prevent the advance of the hostile K P.

(i) White has played the three last moves for the advance of the K P, and now he omits it when it could be done, not only with impunity, but with direct advantage, *e.g.*—

24 P to K 4	24 P takes K P
25 B takes P	25 B takes B
26 R takes B	26 R takes P

If 26 R to Q 3, then 27 P to B 5.

27 R takes P	27 Q R to Q sq
28 R to K 7	

with a good position.

(k) Whether good or not, Mr. Potter says he had no time to examine, as he had to make the last four moves in the course of a minute. I do not think that White could play anything else. If 27 R to Q sq, then 27 Q R to Q sq; if 27 Q R to K B sq, then 27 Q R to Q sq, 28 R to B 2, 28 Q to B 6, 29 R takes R, 29 R takes R, and should White attempt then 30 Q to K sq, Black wins by 30 R takes Kt P, 31 Q takes Q, 31 R to Q B 7 dis ch.

(l) Played under pressure of time, I suppose.

(m) 30 Q to Kt sq seems preferable.

(n) Why not 35 Q to K 4? The exchange of Queens is the shortest road to victory.

(o) I do not think that White is compelled to interpose the Queen. If not, why does he play the opponent's game?

(p) White dare not play to win the K P, as following continuation shows:

44 K to B 4	44 K to B 3
45 B takes P	45 P to Kt 4 ch
46 K to B 3	46 Q R takes B
47 R takes R	47 P to K R 4
48 P to K Kt 4	

Necessary to prevent 48 P to R 5 and 49 K to B 4.

	48 P to R 5
49 Q R to K 2	

[49 Q R to K 3, 49 R to Q 7, 50 R to B 3, 51 R to K R 7]

	49 P to R 4
50 R to K sq	

If 50 P to R 4, then 50 R to Q 6 ch, 51 R to K 3, [51 K to Kt 2, 51 R takes Kt P], 51 R to Q 7.

	50 P to R 5
51 R to K 2	

If 51 P takes P, 51 P to B 5, 52 R to K 2 or K 3, 52 R takes R, 53 R takes R, 54 P to B 6.

	51 P to R 6
52 R to K sq	52 R to Q 6 ch
53 K to Kt 2 best	53 R to Q 7 ch
54 K to Kt sq best	54 B takes R
55 R takes B	55 R takes P
56 R to R 4 best	56 R to R 8 ch
57 K to Kt 2	57 P to R 7
58 K to R 2	58 K to K 4

and Black wins by playing his King to Q Kt 4, and then advancing the B P should White not move the Rook.

(q) Black had here (and half-a-dozen times subsequently) a simple, winning course:—

	46 P to Q R 4
47 K to Kt sq	47 R to Q 7
48 B takes P (or A and B)	48 B takes B
49 R takes B	49 R takes R
50 R takes R	50 R takes P
51 R to K R 4	51 P to R 3
52 R to K Kt 4	52 P to Kt 4
53 P to R 4	53 R to R 6
54 P takes P	54 P takes P
55 R takes P	55 R takes P

A.

48 R to K 2	48 R takes R
49 R takes R	49 P to K 6
50 B takes P	50 K to Q 4
51 K to R 2	51 K to Q 5

and Black forces easily the victorious advance of the passed Pawn.

B

48 K to R 2	48 R to Kt 4
49 R to K 2	49 R takes R
50 R takes R	50 K to K 4, &c.

(r) A very dangerous advance, which hastens the defeat.

(s) There is hardly a game on record where both combatants were so pressed for time all through as in this contest. They completed the stipulated number of moves in each hour with the last grain of sand running.

(t) White cannot play evidently 65 P to K Kt 4. Should he continue with 65 R to K sq (to prevent the loss of the Rook, which is threatened by two discovered checks), Black proceeds with:—

	65 R to Q 7
66 P to Kt 3	66 R to K Kt 7
67 R to Kt 3	67 R takes R
68 P takes R	68 P to Kt 4 ch
69 K to R 5	69 R takes P

GAME 186.

Allgaier-Kieseritzky Gambit.

White. Mr. Bird.	Black. Mr. Alberoni.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 K Kt to B 3	3 P to K Kt 4
4 P to K R 4	4 P to Kt 5
5 Kt to K 5	5 B to Kt 2
6 P to Q 4	6 Kt to K B 3
7 B to B 4	7 P to Q 4
8 P takes P	8 Kt to K 5 (a)
9 B takes P	9 P to K B 4
10 Kt to Q B 3	10 Kt to Q 3
11 B to Kt 3	11 Castles
12 Q to Q 2	12 P to Kt 4
13 Castles Q R	13 P to Q R 4
14 P to R 4	14 B to Q 2
15 Q R to Kt sq (b)	15 P takes P
16 B to Q R 2	16 Kt to R 3
17 Kt to B 6	17 B takes Kt
18 P takes B dis ch	18 K to R sq
19 B to Kt 5	19 Q to Kt sq
20 P to R 5	20 Q to Kt 5
21 P to R 6	21 B takes Q P
22 R to Q sq	22 B to K 4
23 Q to Q 5	23 B to B 5 ch
24 B takes B	24 Q takes B ch
25 K to Kt sq	25 Kt to Kt 5
26 Q to B 5	26 Kt takes B
27 Kt takes Kt (c)	27 Q to Kt 4
28 R to R 5 (d)	28 Q to B 3
29 Kt to B 3	29 P to R 6
30 R to Q 4	30 P takes P
31 R to Q sq	31 P to R 5
32 K R to R sq	32 P to R 6
33 K to R 2	33 Kt to K 5
34 Kt takes Kt	34 Q to K 3 ch
35 R to Q 5	35 P takes Kt
36 Q to Q 4 ch	36 Q to B 3
37 Q takes K P	37 Q R to Kt sq
38 Q to Q 4 (e)	38 Q takes Q
39 R takes Q	39 R to B 3
40 K R to Q sq	40 R takes R P
41 R checks (f)	41 R takes R
42 R takes R ch	42 K to Kt 2
43 R to Q 7 ch	43 K to B sq
44 R takes B P	44 R to R 8
45 Resigns	

(a) An unsound novelty; the usual continuation, 8 Castles, is the right move.

(b) It is impossible to discover the meaning of this move. The simple course: 15 P takes P, 15 B takes P best, 16 Kt takes B, 16 Kt takes Kt, 17 P to Q 6 dis ch, 17 K to R sq, 18 P takes P, 18 Kt takes B P, 19 Kt to B 7 ch, 19 R takes Kt, 20 B takes R, would leave White with the exchange and a Pawn ahead. Mr. Bird conducts the middle of this game far below his strength.

(c) If 27 K takes Kt, Black would change Queens, by 27 Q to B 5 ch.

(d) The Rook cannot be taken; but does it improve White's prospects to drive the adverse Queen on a better square, and put his own Rook out of play?

(e) White dare not play 38 R to Q 7, on account of the reply: 38 P to Kt 8 Queens ch, 39 R takes Q, 40 R to Kt 7 ch, &c.

(f) There is nothing to be done: if 41 R takes P, Black proceeds with 41 R takes P, 42 R to Q R 4, 42 R takes P, 43 K to Kt sq, 43 R takes P, &c. If 41 R to Q B 4, then 41 R to Q 3, 42 R to R sq, 42 R to Q Kt 3, &c.

GAME 187.

Steinitz Gambit.

White. Mr. Bock.	Black. Mr. Alberoni.
1 P to K 4	1 P to K 4
2 Q Kt to B 3	2 Q Kt to B 3
3 P to B 4	3 P takes P
4 P to Q 4	4 Q to R 5 ch
5 K to K 2	5 P to Q 3
6 Kt to B 3	6 B to Kt 5
7 Kt to Q 5 (a)	7 Castles
8 B takes P	8 Kt to B 3 (b)
9 Kt takes Kt	9 Q takes Kt
10 B to K 3	10 Q to K 2
11 K to B 2 (c)	11 Q takes P
12 B to Q 3	12 B takes Kt
13 P takes B	13 B to R 5 ch
14 K to Kt 2	14 K to Kt sq (d)
15 P to Q 5	15 Kt to K 4
16 B to K 4	16 P to K Kt 4
17 Q to Q 4	17 P to Kt 3
18 P to R 4	18 P to Kt 5 (e)
19 P to K B 4	19 Kt to B 6
20 Q takes R (f)	20 Q to R 6 ch
21 K to B 2	21 B to K 2
22 Q takes P	22 B to R 5 ch
23 K to K 2	23 R to K sq (g)
24 K to Q 3	24 P to K B 4
25 Q takes P	25 B to B 7
26 Q to Q 7 (h)	26 Kt to K 4 ch
27 P takes Kt	27 Q takes B ch
28 K to B 4	28 Q takes B ch
29 K to Kt 3	29 Q takes P ch
30 K to R 3	30 R takes P
31 P to Kt 3	31 Q to B 4 ch
32 K to Kt 2	32 B to Q 5 ch
33 K to Kt sq	33 Q to B 6

Mr. Bock surrenders.

(a) Mr. Steinitz played here against Mr. Rosenthal, in the Baden Baden Tourney 7 B takes P, and the game was continued with 7 B takes Kt ch, 8 P takes B, 8 Q takes B, 9 Kt to Q 5, 9 Q to R 3, 10 Kt takes P ch, 10 K to Q sq, 11 Kt takes R, 11 K to B sq, 12 P to Q 5, and White extricated his Knight, and remained the exchange ahead. Black could, however, maintain two minor pieces for a Rook by playing, at his 9th move, Q to R 5.

(b) An important rejoinder, which leaves Black with the superior game.

(c) The Pawn cannot be protected against a second attack. Nevertheless 11 Q to Q 3 was preferable.

(d) Weak: 14 P to Q 4 would consolidate Black's position, and give him means for a successful attack.

(e) Very tempting, but not quite sound. Black ought to play here:

18 B to Kt 2

and if then: 19 P to R 5, proceed with 19 Kt takes P, 20 Q takes B, 20 Q takes B, 21 K to B 2, 21 Kt to K 4.

(f) Best; if 20 B takes Kt, Black wins by 20 Q to R 6 ch, 21 K to Kt sq, 21 P takes B, &c.

(g) All this is very ingeniously played, and Mr. Alberoni deserves all praise for the rare qualities which he displays in this fight against heavy numerical odds.

(h) White throws the game away; to save his Queen he sacrifices the King. The following line of play gave White an easy won game, I think:—

26 B takes B	26 Kt to R 5 dis ch
27 K to B 4	27 Kt takes Q
28 B takes Kt	28 Q to B 6
29 B to Kt 3	

and White is out of danger, and has Rook, two Bishops and two Pawns for the Queen.

GAME 188.

Ruy Lopez Knight's Game.

Played in the Match, Philadelphia 1875.

White. Mr. Martinez.	Black. Mr. Alberoni.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 B to Kt 5	3 Kt to B 3
4 Castles	4 Kt takes P
5 R to K sq (a)	5 Kt to Q 3
6 Kt takes P (b)	6 Kt takes Kt
7 R takes Kt ch	7 B to K 2
8 B to Q 3	8 Castles
9 P to Q B 3	9 P to K Kt 3 (c)
10 B to B 2	10 B to B 3
11 R to K sq	11 B to Kt 2 (d)
12 P to Q 4	12 Kt to K sq
13 B to B 4	13 P to Q 4 (e)
14 Kt to Q 2	14 Kt to B 3
15 P to K R 3	15 Kt to R 4
16 B to R 2	16 P to K B 4 (f)
17 Kt to B 3	17 P to B 5
18 Q to K 2	18 P to B 3
19 P to Q R 4 (g)	19 B to Q 2
20 Q to K 7	20 Q to K sq (h)
21 Q to Q 6	21 Q to B sq
22 Kt to Kt 5 (i)	22 B to B 4
23 B takes B	23 Q takes B
24 Kt to K 6	24 R to B 2
25 Kt to Q 8	25 R to B 3
26 Kt to K 6 (k)	26 R to K sq
27 Kt takes B	27 K takes Kt
28 R to K 7 ch	28 R takes R
29 Q takes R ch	29 R to B 2
30 Q to K 2 (l)	30 Kt to B 3
31 R to K sq	31 Kt to K 5
32 Q to Q 3	32 Q to Kt 4
33 P to B 3	33 Kt to Q 3
34 R to K 5	34 Q to B 3
35 Q to K 2 (m)	35 Kt to B 5

36 R to K 8	36 Q to B 4
37 P to Q Kt 4	37 P to K Kt 4
38 K to R sq	38 Q to Kt 8 ch
39 B to Kt sq	39 Q to R 8
40 Q to K sq	40 Q takes R P
41 P to Kt 3 (n)	41 Q to B 7
42 P takes P	42 Q to B 4
43 Q to Kt 3	43 Q takes P
44 Q takes Q	44 P takes Q
45 K to Kt 2	45 Kt to Q 3
46 R to K 2	46 P to Q R 3
47 P to R 4 (o)	47 Kt to Kt 4
48 R to Q B 2	48 K to Kt 3
49 K to R 3	49 K to B 4
50 B to B 2	50 R to K 2
51 K to R 2	51 Kt to Q 3
52 K to R 3	52 Kt to B 5 (p)
53 R to R 2	53 Kt to Q 3
54 R to B 2	54 P to Kt 3
55 R to R 2	55 R to R 2
56 B to K sq	56 P to Q R 4
57 P takes P	57 P takes P
58 B to Q 2	58 Kt to B 5
59 B to B sq	59 R to Q Kt 2
60 R to K Kt 2	60 R to Kt 6
61 R to Kt 5 ch	61 K to B 3
62 B takes P	62 R takes P
63 B to K 5 ch (q)	63 Kt takes B
64 P takes Kt ch	64 K to K 3
65 K to Kt 4	65 P to Q 5
66 P to B 4	66 P to Q 6
67 K to B 3	67 P to Q 7
68 K to K 2	68 R to Q 6
69 K to Q sq	69 P to R 5 (r)
70 R to Kt 8	70 P to B 4
71 R to Q B 8	71 R to Q 4
72 R to B 6 ch	72 K to Q 2
73 R to Q R 6	73 P to B 5
74 R takes P	74 P to B 6
75 R to B 4	75 R to Q 6
76 P to B 5	76 R to R 6
77 P to K 6 ch	77 K to K 2
78 R to B 7 ch	78 K to B 3
79 R to K B 7 ch	79 K to K 4
80 R to Q 7	80 R to R 8 ch
81 K to B 2	81 R to B 8 ch
82 K to Kt 3	82 P Queens ch
83 R takes Q	83 R takes R
84 P to K 7	84 R to Kt 8 ch

Mr. Martinez surrenders.

(a) P to Q 4 is preferable.

(b) 6 B takes Kt is better.

(c) Well played: The Bishop will now be played to B 3, forcing the immediate retreat of the adverse Rook.

(d) This retreat could be delayed; 11 P to Q Kt 3 was promising.

(e) 13 P to Q 3 would prevent any adverse piece from occupying the important square K 4.

(f) This premature advance gives the opponent a good opportunity to obtain the attack.

(g) To no purpose.

(h) Why not at once Q to B sq?

(i) White misses the proper rejoinder, 22 R to K 7, which would give him the superior game.

(k) Inexplicable: 26 R to K 8 ch, 26 B to B sq best, 27 Q to K 7, 27 Q to B sq, 28 R to K sq, was favourable for White.

(l) White's Bishop is so hopelessly blocked that Mr. Martinez's prospects in the end game are not bright.

(m) 35 P to Q Kt 3 was indispensable.

(n) The course, 41 R to K 7, 41 Q to B 7 best, 42 Q to K 6, 42 Q to Kt 3, 43 Q to Q 7, offered a good chance for a draw.

(o) 47 B to B 2 was better. The move in the text blocks an important square for the Bishop.

(p) 52 P to Kt 3, and 53 R to R 2, was the shortest course.

(q) Making matters easy; the result of the contest, however, was but one of time.

(r) 69 P to B 4 would have saved half a dozen moves.

SOLUTIONS OF PROBLEMS.

No. 788.

WHITE.	BLACK.
1 Q to R 8	1 K takes P (a)
2 Q to R 2	2 K moves
3 Q mates	

(a) If 1 K moves elsewhere, then 2 Q to Q B 8, and mates accordingly.

No. 789.

1 B to Kt 8	1 P to Q 4 (a)
2 B takes P ch	2 K to B 5
3 Q to R 3	3 Aught
4 Q or B mates accordingly.	

(a) If 1 K to Q 5, then 2 B takes P ch, and 3 Q to Q 5, &c., and if 1 B takes P, White continues 2 B takes P ch, and 3 Q to B 8 ch, &c.

No. 790.

In this Problem the Black Rook at Kt 2 should be a Black Pawn. When this amendment is made, the following is the solution.

1 Kt takes K B P	1 P takes Kt
2 Q to R 5	2 P takes Q
3 Kt to Q 6 ch	3 Kt takes Kt
4 R to B 5 mate	

No. 791.

1 R to Kt 5	1 P takes R (a)
2 R to Q 5	2 Kt takes R
3 Q takes P ch	3 K moves
4 Q or Kt mates accordingly	

(a) The variations are numerous, but can be easily worked out by the student.

No. 792.

1 B to K Kt 5	1 Aught
2 Mates accordingly	

No. 793.

WHITE.	BLACK.
1 K to R 5	1 P moves (a)
2 Q to R 6	2 Aught
3 Q mates	

(a) If 1 K moves, 2 Q to K 2, &c.

No. 794.

1 Kt to Q B sq	1 K to K 6 (a)
2 Q to R 7 ch	2 K moves
3 Q or R mates	

(a) If 1 K to K 8, 2 Q to K R 5, &c., and if 1 Kt takes R, 2 Q to Q 3 ch, &c.

No. 795.

1 R to Q R 7	1 R takes R
2 Q takes R P ch	2 R takes Q
3 R to Kt 4 mate	

No. 796.

1 Q to R 4	1 B takes Kt (a)
2 Q takes P	2 B moves
3 Q mates	

(a) If 1 K takes Kt, 2 Kt takes B, &c.

No. 797.

1 Kt to Q 5	1 K to K 4
2 Kt to K 7	2 K moves
3 Kt mates	

NOTE.—The White Pawn at R 5 should be at Kt 5.

No. 798.

1 R to Q Kt sq	1 Kt to Q 6
2 R to Kt 7 ch	2 K takes R
3 Kt to Q 4 ch	3 K moves
4 Kt or R mates	

No. 799.

1 R to R 8
2 K to R 8
3 R to K R sq
4 R to Q R sq
5 R to R 4 ch, and
6 R takes Kt mate

Black's moves are forced.

NOTE.—There is a solution in five moves, thus:—

WHITE.	BLACK.
1 R to R 8	1 Kt to Q 5
2 R to K 8 ch	2 Kt to K 2
3 B to B 6	3 P takes B
4 R takes Kt ch	4 R to K 4
5 R takes R mate	

Sent by Messrs. Andrews and Browne.

No. 800.

1 Q to K 7 ch	1 R to B 3
2 R to R 3 ch	2 P takes R
3 P to R 8 (Q) ch	3 B to R 2
4 R to Kt 6	4 P to Q 3 ch
5 K to K 4	5 P moves
6 B to K sq	6 P moves
7 B to Kt 2	7 Anything
8 Kt to R 3, or B to Q 2 accordingly	8 Mates

NOTE. — Messrs. Andrews and Johnson found out that, on the third move, White can continue with K takes B.

No. 801.

1 Kt to B 5	1 Anything
2 Mates	

No. 802.

WHITE.	BLACK.
1 Q to Q Kt sq	1 K takes P
2 P to K B 5	2 Anything
3 Mates	

No. 803.

1 R to K 4	1 K takes R
2 Q to K B 8	2 Kt to K R 5
3 Q to B 5 ch	3 Kt takes Q
4 B mates	

No. 804.

1 Q to K Kt 6	1 Q takes Q
2 R to Q 5 ch	2 Kt takes R
3 Kt to B 6 ch	3 K moves
4 Kt mates	

No. 805.

1 Q to K 7	1 Aught
2 Mates	

No. 806.

1 B to Q B sq	1 Aught
2 B takes P	2 Aught
3 Mates	

No. 807.

1 R to Q Kt 4	1 P takes R
2 Q to K 4 ch	2 Aught
3 Mates	

No. 808.

1 P to Q 5 ch	1 K takes Kt
2 B to B 6	2 P moves
3 K to Q 3	3 P moves
4 B to Q 7	4 Aught
5 R mates	

WHIST.

A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

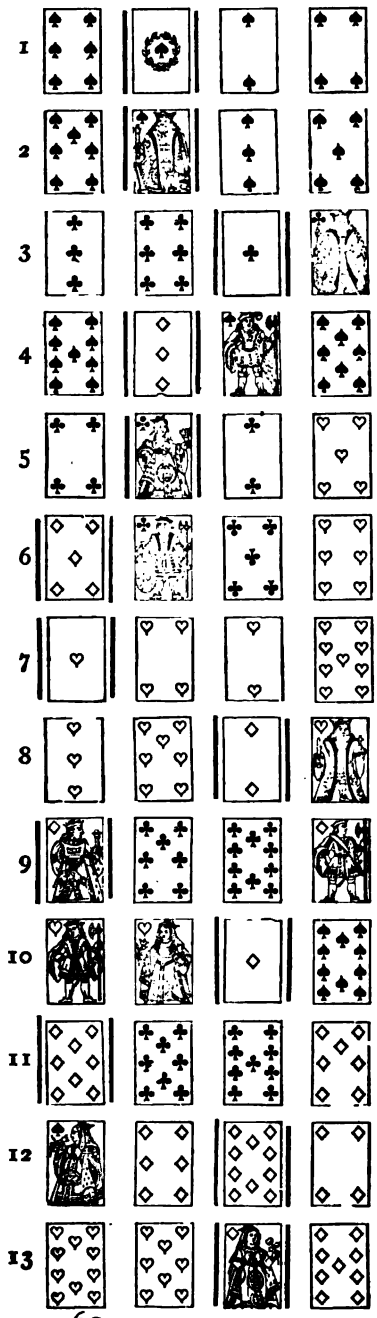
HAND No. 240.

Score love all.

Z turns up Diamond 4.

Lyne Solomon F. H. Lewis Le B.

A. X. B. Z.

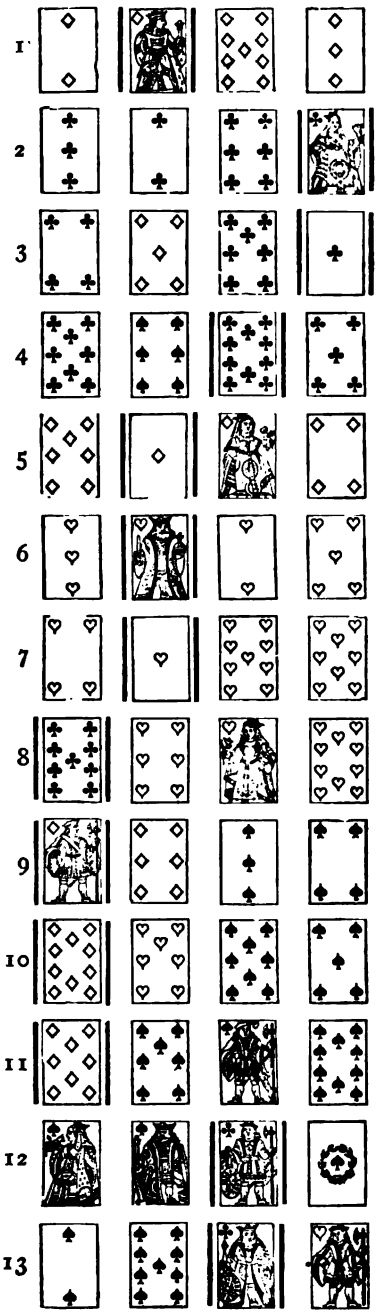


HAND No. 241.

Score 4 all. Club Queen turned up.

A's Hand—S Qn, 2; H 4, 3; C 9, 8, 4, 3; D Kv, 10, 8, 7, 2.

A. X. B. Z.

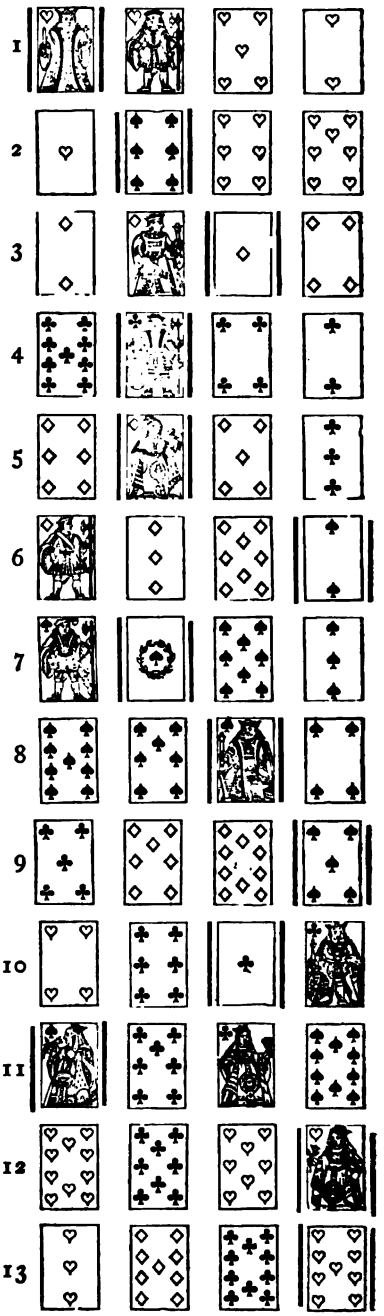


HAND No. 142.

Score love all.

Z turned up Spade 5.

A X. B. Z.



HAND No. 240.

NOTES.—Trick 4.—B here forces X, to make him continue with Clubs. Trick 10.—A should here have led his trump. B is forced here to trump with the Ace to deceive Z as to the position of at least the 10; but we think Z should have trumped with the 9.

HAND No. 241.

NOTES.—Trick 8.—If A does not trump he loses two by cards instead of winning the odd trick.

HAND No. 242.

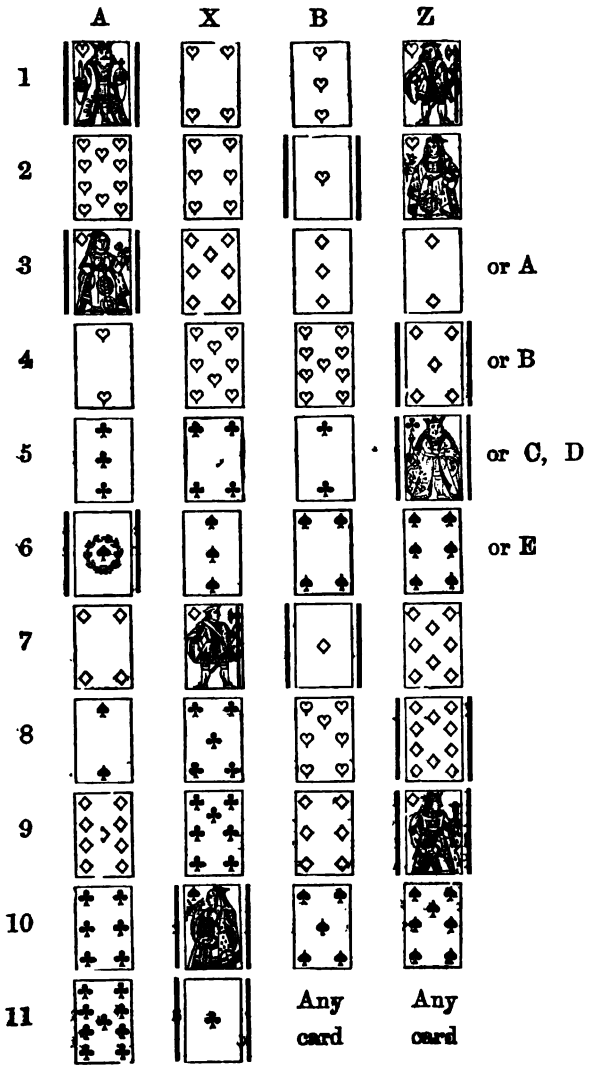
NOTE.—Trick 9.—B should here have played the Heart.

SOLUTION OF Mr. F. H. LEWIS'S DOUBLE DUMMY PROBLEM, No. 120.

BY "NO CARDS,"

OMITTED FROM WANT OF SPACE IN LAST NUMBER.

Chief line of play.



A wins with Club Knave and Club Queen.

NOTES.

TRICK 2.—The *ten* must be played to free the suit. Should A play the 2, he would be obliged to take the third round of Hearts, and Z would then discard, forcing A to open a new suit.

TRICK 9.—Forced. Should he play Spades, A trumps, and continues with Queen of Clubs, which B may pass or trump, as in any case either he must make the Knave in Spades, or his partner the Club Knave.

TRICK 10.—If Z should proceed with Spade King, B would make the remaining 3 tricks.

Variation A.

	A	X	B	Z
3	Diamond 4,	Diamond 7,	Diamond 3,	*Diamond King*.
4	*Spade Ace*,	Spade 3,	Spade 4,	Spade 6 (or A).
5	*Diamond Queen*,	Diamond Knave,	Diamond 6,	Diamond 2.
6	Heart 2,	Heart 8,	Heart 9,	*Diamond* 5.
7	Spade 2,	*Spade Queen*,	Spade 5,	Spade 7,
8	Club 3,	Club 4,	Club 2,	*Club King*.
9	Diamond 9,	Club 5,	*Diamond Ace*,	Diamond 10 (or 8).
10	Club 6,	Club 7,	Heart 7,	*Diamond* 8.
11	Any card,	any card,	Spade 10,	*Spade King*.
12	Any card,	any card,	*Spade Knave*,	Spade 8 (or 9).
13	Any card,	any card,	*Heart* 5,	Spade 9.

NOTES.

TRICK 4.—Should Z play Club K, he must then proceed with Spade or Diamond. The latter case leads to Sub Variation A.

TRICK 7.—Should Z play D, B will win, and proceed with H. Z may play C K, which would lead, by a transposition of tricks, to the chief line of play. The main feature of the problem is that X and Z may make two tricks in Clubs and one in Spades, or vice versa, but they cannot make four in these suits together against best play.

Sub Variation A.

(Trick 4 of Variation A.)

	A	X	B	Z
4	*Diamond Queen*,	Diamond Knave,	Diamond 6,	Diamond 2.
5	Heart 2,	Heart 8,	Heart 9,	*Diamond* 5.
6	Diamond 9,	Club 4,	*Diamond Ace*,	Diamond 8.
7	Club 3,	Club 5,	Heart 7,	*Diamond* 10.
8	Club 6,	Club 7,	Club 2,	*Club King*.
9	*Spade Ace*,	Spade 3,	Spade 4,	Spade 6.
10	*Club Knave*,	Club 8,	Spade 5,	Spade 7.
11	Spade 2,	*Spade Queen*,	any card,	Spade 8.
12	Club 9,	*Club Ace*,	any card,	any card.
13	*Club Queen*,	Club 10,	any card,	any card.

NOTES.

TRICK 6.—Playing Spade would not affect the result, as A would take, and throw the lead in his partner's hand by playing Diamonds. B would proceed then with Hearts.

TRICK 7.—A's discard is very important, in fact deciding. Should he discard Spade 2, he would be obliged, at trick 11, to proceed with C, and X would make then the remaining 3 tricks.

TRICK 8.—If Z play Spade at once, A takes and answers Club 3.

TRICK 10.—Should X take with the Ace, he must lose two Clubs to A, or his partner the two last tricks to B.

Variation B.

(Trick 4 of the chief line of play.)

A X B Z

4 Heart 2, Heart 8, *Heart* 9, Spade 6.
5 Spade 2, *Diamond Knave*, Heart 7, Spade 7.
6 Club 3, Club 4, Club 2, *Club King*.
7 Diamond 4, Club 5, *Diamond Ace*, Diamond 10.
8 Club 6, Club 7, Heart 5, *Diamond King*.
9 *Spade Ace*, Spade 3, Spade 4, Spade 8.
10 Club Knave, Club 7, Spade 5, *Diamond* 5.
11 *Diamond* 9, Spade Queen, Spade 10, Spade 9.
12 Club Queen, Club Ace, Diamond 6, *Diamond* 8.
13 Club 9, Club 10, Spade Knave, *Spade King*.

NOTES.

TRICK 4.—Z's discard is a trap, to invite B to draw once more trumps and proceed then with Hearts.

TRICK 5.—Should B follow the course suggested in the preceding note, Z captures at trick 6 the Heart, draws the two last trumps of the opponents by his King at trick 7, makes at trick 8 Club King, and proceeds then with small Spade. His partner then wins tricks 10 and 11, with Club Ace and Spade Queen, and Z the two last tricks, with the last trump and Spade K.

TRICK 6.—If X play Spade 3, A captures it with the Ace, and throws the lead into B's hand by playing trumps; B repeats then Spade, which A trumps.

TRICK 7.—If Spade be played, the preceding note applies. It is evident that no smaller trump can be played.

Different alterations can be made in the following tricks, but they would not affect the result.

Variation C.

(Trick 5 of the chief line of play.)

A X B Z

5 Diamond 4, Diamond Knave, *Diamond Ace*, Diamond 8.
6 Club 3, Club 4, Heart 7, *Diamond* 10.
7 Diamond 9, Club 5, Diamond 6, *Diamond King*.
8 Club 6, Club 7, Club 2, *Club King*.
9 *Spade Ace*, Spade 3, Spade 4, Spade 6.
10 Club Knave, and followed up like Sub Variation A of Variation A.

NOTES.

TRICK 6.—A's discard is necessary, see note to trick 7 in Sub Variation A of Variation A.

TRICK 7.—Should Z play at once Club King, and then Spade 6, A will take it and proceed with a small Club, which his partner trumps, forcing out Z.'s last trump, and enabling A to make his Diamond 9. Should Z play at trick 7 Spade 6, A throws back the lead in his hand by playing Club 6.

Variation D.

(Trick 5 of the chief line of play.)

A X B Z

5 *Spade Ace*, Spade 3, Spade 4, Spade 6.
6 Diamond 4, Diamond Knave, *Diamond Ace*, Diamond 8.
7 Spade 2, Club 4, Heart 7, *Diamond* 10.
8 Diamond 9, Club 5, Diamond 6, *Diamond King*.
9 Club 3, Club 7, Club 2, *Club King*.
10 Club 4, *Spade Queen*, Spade 5, Spade 7.

And X may play as he likes. A must make two tricks out of the three.

NOTES.

TRICK 7.—It may be pointed out that, in this instance, A can discard the Spade, because X will be forced to lead Club before him.

Variation E.

(Trick 6 of the chief line of play.)

A X B Z

6 Diamond 4, Diamond Knave, *Diamond Ace*, Diamond 8.
7 Club 6, Club 5, Heart 7, *Diamond* 10.
8 Diamond 9, Club 7, Diamond 6, *Diamond King*.
9 *Spade Ace*, Spade 3, Spade 4, Spade 6.
10 *Club Knave*, Club 8, Spade 5, Spade 7.
11 Spade 3, and followed up like in Sub Variation A of Variation A.

NOTES.

TRICK 7.—Again A dare not discard the Spade (see trick 11).

NOTE.—Mr. F. H. Lewis considers Variation A the main solution.

There are besides some other variations, they will be but transpositions of tricks.

Some *Duals* could be pointed out, but they must occur in any Whist Problem, I think. A and B make the odd trick.

"NO CARDS."

Additional correct solution received from Leo Ross. All others wrong.

SOLUTION OF D. D. PROBLEM, No. 121, BY MR. F. H. LEWIS.

1. A leads Heart, won by B.
2. B leads Spade 4, won by A.
3. A leads Heart, won by B.
4. B leads Spade 5, won by Z.
5. Z leads Club Ace, won by Z.
6. Z leads Club 2, won by A.
7. A leads Heart (best), X and B discard Spade, won by Z.
8. Z leads Diamond Ace, won by Z.
9. Z leads Club Queen, won by B.
10. B leads Diamond King, won by B.
11. B leads Spade Ace, won by Z.
12. Z leads Club, won by X.
13. X leads Spade Queen, won by X.

Thus X and Z make the odd trick.

ALL FOURS PROBLEM.

No correct solution of this problem has reached us, we therefore defer giving the author's solution for another month. Gentlemen, try again. The variations sent seem enormous, but none of you hit on the best line of play.

JOTTINGS—WHIST FALLACIES.

THE history of Whist will be incomplete until some one has found out who introduced the different methods of play known to be unsound. The tenacity with which men cling to error is only to be equalled by the Whist player who, from precept, example, or some fancy in the brain, has acquired an unsound mode of play. Our old friend who will put on a Knave, having Knave and another, second hand, is a simple example. Who taught him this? Who invented the move? Or do each of the players who follow this rule re-invent for themselves, and look upon themselves as the author of a remarkable discovery. No one ever defended the play. No one can shew any benefit from it. Every one condemns it; yet we can only scotch the varmint. The player is scared, but ten minutes afterwards he still puts on Knave. So with King and another, second hand; *Mogul* proved that it did not answer to put on King, but those players who began life by putting on King continue to do so. Whatever chance in life men have of reforming their ways and manners, the instances are rare when the reforms are effected at the Whist table. The crotchetty player cannot be cured of his crotchets. The noisy and quarrelsome players remain noisy and quarrelsome to the end of the chapter. Three-fourths of the card players of England believe, or play as if they believed, that a trick in trumps counts more at the end of a hand than a trick in a plain suit. Who taught this fallacy? and why does it continue to live? A player originally leads Ace Queen, of which his partner has none; partner having small trumps only, trumps the Queen. He thinks he has made a trick, and triumphantly points to the fact that he has done so. It is true he has made a trick, but what an awful mess he has made of his partner's hand. Do players of this calibre reflect at all? Do they say to themselves, Here are thirteen cards divided amongst three players. The number in each hand is unknown, except that four, at least, are in the hand of the leader. The other nine are divided between the adversaries. Is it nothing at Whist to have a suit cleared in your partner's hand? Is not this advantage in itself worth a trick? Is a discard of no value? We do not think the majority of players reflect at all. They are continually looking for some kind of signal or guide post. They are haunted by Blue Peters. They see signals in every hand, and whenever a very senseless lead of trumps loses the game, they always assert that their partner signalled. A player who, on his partner's original lead of trumps, will persist in shewing his suit before returning the trump, acts on a fallacy not now supported by authority. They say, "Oh, I had such a beautiful suit; King, Queen, 10, 3, 2; I must first shew my game." This means loss of time. The suit can be ascertained by the discard, but a partner who opens with a trump has taken the command of the game, and if you are playing with a sound player,—by which we mean all players, except those who will lead a singleton in trumps only because they have a singleton,—the game originally pointed out should be followed. It is, of course, useless to speak of the singleton as a popular fallacy. The founder of this lead is not known; but his followers are, and we suppose always will be, a numerous class. If we put this down as a fallacy, we must say that it is an equal fallacy to suppose that you are to play with all men in the same manner. You must recognise the idiosyncracies of the players. Thus, if you have a partner who leads from singletons, and that suit turns out to be your own, you would commit an act of folly to lead trumps where, with an ordinary player, you would be bound to lead trumps. The adversaries should do the like. If the fourth player happens to be led up to in his suit, and he can tell that the lead is for a ruff, he can with more boldness lead trumps.

It is a popular fallacy that muffs always win at Whist. That bad players hold better cards than good players; no doubt this is believed by many. It makes an impression when the bad players win, because we expect the good players to win, and we are not surprised when they do so. It is only in a limited number of hands that skill can tell; some hands win by themselves. The bad players lose a trick here and there, and they think that is the whole difference between the good and bad players, ignoring altogether the judgment required in conducting a hand. It is a popular fallacy that, by inattention, bad players can afford to lose trick after trick and yet win, and sometimes they can, but no sane man would lose a trick on purpose. Every trick won takes you on to your goal, and a trick lost takes your adversaries along. The difference in a race of this kind should be marked. It is a popular error when you sit down to Whist that you have given your partner the right to scold and quarrel with you, and that you have acquired a right to scold and quarrel with him, and it is a popular error to suppose that by the free exercise of this right the play gets better and you and your partner are enjoying yourselves to the utmost. These errors we have frequently pointed out, but we occasionally still see the power enforced on the most unoffending of men who play according to their lights, and for their own money, and who offend only from want of skill. Few attempt to acquire skill at Whist, and we are not surprised that they do not do so when we know how few possess the necessary ability to apply their knowledge when it is acquired. Good, bad and indifferent players alike enjoy their rubber, provided only that each man plays as he pleases. The good players remember the cards better than bad players. They conduct the game with better judgment. They read the hand more quickly than the bad players. They ascertain at once who is playing a strong, and who a weak game, and they act accordingly. There is no worse fault than to play a strong game with weak cards or a weak game with a strong hand. The strong player always has the score distinct in his mind and plays accordingly. He does not play for two tricks when one will do. He knows

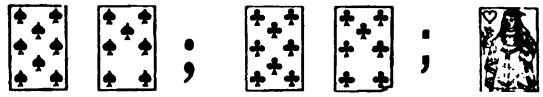
when to try for game, and when to save game. His judgment as to leading trumps is of immense value, even in these days of signals. In all these points the good players and bad players may be wrong; it is only that the good players make less mistakes than the bad. Bad play often tells when good play fails, and this is one of the causes why the bad players think themselves the equals of the good, and it is happy for many that they have this belief. How many really bad players enjoy their rubber? They have one of the popular fallacies always in their heads. They believe that in the long run cards equalize themselves. They may do so, but it is not our experience, and the life of man is not sufficiently long to test all the vagaries of chance.

ECARTÉ.

Calculations for Dealer.

Dealer Hand V.—Two trumps. Two smallest cards of one suit. Queen of another.

Case calculated
Spades trumps

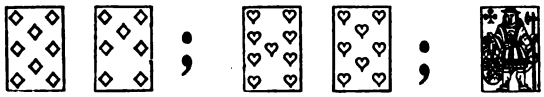


Possible hands for Leader		No Proposal.	D wins	L wins
Three or more trumps	See table	2,206		
2 T 3 Kings	$\frac{5\cdot4}{2}\times\frac{3\cdot2\cdot1}{1\cdot2}$	10		
2 T 2 Kings any other card	$\frac{5\cdot4}{2}\times3\times18$	540		
2 T 1 King any two other cards	$\frac{5\cdot4}{2}\times3\times\frac{18\cdot17}{2}$	4,590		
2 T 3 A	$\frac{5\cdot4}{2}\times\frac{5\cdot4\cdot3}{2\cdot3}$	100		
2 T 3 B	$\frac{5\cdot4}{2}\times\frac{6\cdot5\cdot4}{2\cdot3}$	200		
2 T 3 C	$\frac{5\cdot4}{2}\times\frac{7\cdot6\cdot5}{2\cdot3}$	350		
2 T Q guarded in A 1 B C	$\frac{5\cdot4}{2}\times4\times13$	520		
2 T Q guarded in C 1 A B	$\frac{5\cdot4}{2}\times6\times11$	660		
2 T 2 A 1 B C*	$\frac{5\cdot4}{2}\times\frac{3\cdot4}{2}\times13$	360		420
2 T 1 A 2 B C*	$\frac{5\cdot4}{2}\times5\times\frac{13\cdot12}{2}$	800		2,800
2 T 2 B 1 C	$\frac{5\cdot4}{2}\times\frac{6\cdot5}{2}\times7$		1,050	
2 T 1 B 2 C	$\frac{5\cdot4}{2}\times6\times\frac{6\cdot5}{2}$			900
1 T 4 A	$5\times\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$			75
1 T 3 A 1 B C	$5\times\frac{6\cdot5\cdot4}{2\cdot3}\times15$			1,500
1 T 2 A 2 B C	$5\times\frac{6\cdot5}{2}\times\frac{15\cdot14}{2}$			7,875
1 T 1 A K B 2 B C	$5\times6\times\frac{14\cdot13}{2}$			2,730
1 T 1 A 3 low B C	$5\times6\times\frac{14\cdot13\cdot12}{2\cdot3}$		10,920	
1 T 4 B C	$5\times\frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$		6,825	
K B 4 A	$\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$			15
K B 3 A 1 low B C	$\frac{6\cdot5\cdot4}{2\cdot3}\times14$			280
K B 2 A 2 low B C	$\frac{6\cdot5}{2}\times\frac{14\cdot13}{2}$			1,365
K B 1 A 3 low B C	$6\times\frac{14\cdot13\cdot12}{2\cdot3}$		2,184	
K B 4 low B C	$\frac{14\cdot13\cdot12\cdot11}{2\cdot3\cdot4}$		1,001	
5 A low B C	$\frac{20\cdot19\cdot18\cdot17\cdot16}{2\cdot3\cdot4\cdot5}$		15,504	
		10,336	37,484	17,960

* In these hands we have divided the total number between the No Proposal column and the Leader, in the proportion in which he will hold cards sufficiently high to induce him to play without proposing, and hands in which he will propose, be refused, and win.

Dealer Hand VI.—Two trumps, eight and nine of one suit, Knave of another.

Case calculated
Diamonds trumps



Possible hands for Leader		No proposal	D wins	L wins
Three or more trumps	See table	2,206		
Two trumps one or more King	See Dealer Hand V.	5,140		
2 T three of a suit	See Dealer Hand V.	650		
2 T Q guarded in A 1 B C	$\frac{5\cdot4}{2}\times4\times13$	520		
2 T Q guarded in B 1 A C	$\frac{5\cdot4}{2}\times5\times12$	600		
2 T Q guarded in C 1 A B	$\frac{5\cdot4}{2}\times6\times11$	660		
2 T 2 A 1 B C	$\frac{5\cdot4}{2}\times\frac{4\cdot3}{2}\times13$			780
2 T winning A 2 B	$\frac{5\cdot4}{2}\times4\times\frac{5\cdot4}{2}$			400
1 T winning A 1 B 1 C	$\frac{5\cdot4}{2}\times6\times7$			1,680
2 T winning A 2 C	$\frac{5\cdot4}{2}\times4\times\frac{6\cdot5}{2}$			600
2 T Q B 2 C	$\frac{5\cdot4}{2}\times\frac{6\cdot5}{2}$			150
2 T Q B 7 A 1 C	$\frac{5\cdot4}{2}\times7$			70
2 T 2 low B 1 C or 7 A	$\frac{5\cdot4}{2}\times\frac{5\cdot4}{2}\times8$		800	
2 T 1 low B 2 C	$\frac{5\cdot4}{2}\times5\times\frac{6\cdot5}{2}$			750
2 T 1 low B 1 C 7 A	$\frac{5\cdot4}{2}\times5\times7$		350	
2 T 2 C 7 A	$\frac{5\cdot4}{2}\times\frac{6\cdot5}{2}$			150
1 T 4 A	$5\times\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}$			75
1 T 3 A 1 B C	$5\times\frac{6\cdot5\cdot4}{2\cdot3}\times15$			1,500
1 T 2 winning A 2 B C	$5\times\frac{5\cdot4}{2}\times\frac{15\cdot14}{2}$			5,250
1 T 1 winning A K and Q B 1 low B or C	$5\times5\times13$			325
1 T 1 winning A K or Q B 2 low B or C	$5\times5\times2\times\frac{13\cdot12}{2}$			3,900
1 T 7 A 3 B C	$5\times\frac{15\cdot14\cdot13}{2\cdot3}$		2,275	
1 T 4 B C	$5\times\frac{15\cdot14\cdot13\cdot12}{2\cdot3\cdot4}$		6,825	
1 T 1 winning A 3 low B C	$5\times5\times\frac{13\cdot12\cdot11}{2\cdot3}$		7,150	
1 T 1 winning A 7 A K and Q B	5×5			25
1 T 1 winning A 7 A K or Q B 1 low B C	$5\times5\times2\times13$			650
1 T 1 winning A 7 A 2 low B C	$5\times5\times\frac{13\cdot12}{2}$		1,950	
5 A	$\frac{6\cdot5\cdot4\cdot3\cdot2}{2\cdot3\cdot4\cdot5}$		6	
4 A K or Q B	$\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}\times2$			30
4 A 1 low B C	$\frac{6\cdot5\cdot4\cdot3}{2\cdot3\cdot4}\times13$		195	
3 A K and Q B	$\frac{6\cdot5\cdot4}{2\cdot3}$			20
3 A K or Q B 1 low B C	$\frac{6\cdot5\cdot4}{2\cdot3}\times2\times13$			520
3 A 2 low B C	$\frac{6\cdot5\cdot4}{2\cdot3}\times\frac{13\cdot12}{2}$		1,560	
2 winning A K and Q B 1 low B C	$\frac{5\cdot4}{2}\times13$			130
2 winning A K or Q B 2 low B C	$\frac{5\cdot4}{2}\times2\times\frac{13\cdot12}{2}$			1,560
2 winning A 3 low B C	$\frac{5\cdot4}{2}\times\frac{13\cdot12\cdot11}{2\cdot3}$		2,860	
1 winning A 4 B C or 7 A and three B C	$5\times\frac{16\cdot15\cdot14\cdot13}{2\cdot3\cdot4}$		9,100	
5 B C or 7 A and four B C	$\frac{16\cdot15\cdot14\cdot13\cdot12}{2\cdot3\cdot4\cdot5}$		4,368	
		9,776	37,439	18,565
				65

NEW CARDS.

We have received the book of patterns for the ensuing Season issued by Hunt's Playing Card Manufacturing Company Limited.

The managers of the Company are the same as under the old firm. Hunt and Co. made such strides that, in racing language, they had fairly collared De La Rue. We are not, therefore, surprised that with the short time at their disposal they have issued a book that, for beauty of designs, has never been surpassed. We have not yet had an opportunity of playing with these cards, but so far as we can judge, they are equal in quality to those heretofore issued by Hunt and Co. A new card, called the New Club Card, is a distinguishing feature of the Company. These cards, if they will stand the test of wear, of which we cannot yet speak, will supersede all other cards now played with for Club purposes, but we will recur to this subject after we are satisfied that they will wear. They are certainly more pleasant to deal than any other cards. The prettiest drawing room patterns are the Heartsease, the Bouquet, Lily, Kingfisher, Apple Blossom and Swallows. For practical card players, the patterns are all that can be desired, and attention has been given to the point that we have always insisted on, viz., having the patterns the same at the top as at the bottom. It is inevitable in a book of this size that there should be some cards of which we disapprove.

We should certainly desire to see the patterns with Clubs, Diamonds, Spades and Hearts on the backs of the cards suppressed.

DRAMATIC NOTES.

Exeunt Salvini and Rossi. They have both retired from the London stage, no doubt shaking the dust off their feet at a fickle public and treacherous critics, who having last year fooled them to the top of their bent, Rossi by anticipation, and Salvini in his presence, now gladly ignore them in order to drop an unpleasant subject. We have already given our opinion that the transient patronage of fashion could alone be the unstable support of foreign art, but when we recall the fever of last year, the *furore* over Salvini, the homage paid to him by the theatrical profession, and the awe-struck anticipations of the prospects of 1876, when Salvini, Rossi and Ristori were promised to be in London, we are really astonished to find that the bubble has burst so quickly. No one can blame the tragedians themselves, who were deceived by blind guides. Nor can the public be justly accused of fickleness, as it had no part in the Salvini mania, which was shared by fashionable people, critics, and the theatrical profession, under the guidance of the London *Figaro*. But now what a change has taken place. Rossi has pluckily faced indifference and hostility for two months, although he probably holds strong opinions about those persons who induced him to come over here; but Salvini, who is, so his solicitors inform us, the greatest living actor, succumbed at the end of a fortnight. The manager of the Queen's Theatre says that, during part of that time, his secretary was engaged from morning till night in writing free admissions, that on one night only a single person paid for the stalls, and on the next no person at all, and that the "booking" for *Hamlet* did not reach £5. This is very sad, but did not this same manager advertise that, in consequence of the demand for seats, several extra rows of stalls would be added? In any case Salvini yielded to fate, and threw up the sponge, and now, it is said, is really and seriously ill. We have not yet heard that the editor of the *Figaro* and the theatrical profession, always including the staff of the Alhambra, have sent the unfortunate actor an address of condolence, but if all the world beside forsakes him, he can at least fall back on the opinion of his solicitors. It is not usual for men of law to embark on dramatic criticism in an official letter, but no doubt their opinion is final, especially when given on behalf of a client. In all seriousness, we must say, that it is sad to see a man, who was last year petted by society, fulsomely praised by the press, fêted and dined everywhere, and aired about London in open carriages, as a very big lion, utterly ignored and abandoned on his return this year. The contemplation must arouse bitter feelings in the minds of those who wish to think well of human nature, and so we gladly drop an unpleasant subject.

But it is not alone the Italians that have failed to prosper on the London stage this season. Misfortune has also attended both English and French plays, especially those that are new, with one notable exception, *Les Danicheff*. We have already recorded English failures, at the Haymarket (*Anne Boleyn*), the Lyceum (*Queen Mary*), the Prince of Wales's (*Wrinkles*), the Princess's (*Abel Drake*). To these must be added a French failure, *L'Etrangere*, for, though acted in English, it has been put on the Haymarket stage avowedly as an exact copy of the rendering at the Theatre Français, down to the smallest detail. The cause for these many failures is vaguely set down; in the case of the Italian and French plays, to a reaction against foreign art; and in the case of English plays, to Turkish bonds and other influences of a similar nature. But it may be mildly suggested that there is no occasion to seek for external causes for the failure of plays which were either bad or unsuitable. The abiding popularity of *Our Boys*, and the successful revival of *Ours*, show that good plays, well acted, will flourish, and the favour accorded to *Les Danicheff*, which is a play of serious interest, also well

written and acted, may go to prove that a reaction has taken place, not against foreign art in general, but against the particular foreign art represented by *Le Reveillon, Gavant, Minard et Cie*, and even *L'Etrangere*. Nothing, indeed, can be more opposite than the treatment of a somewhat similar idea, in the leading incidents of both *Les Danicheff* and *L'Etrangere;* which is the removal of a husband in order that the wife may marry another man. In *Les Danicheff*, which, whether written recently by a Russian, or 50 years ago by a German, is thoroughly French in idea and sentiment, a young Russian Count wishes to marry one of his mother's serfs. The Countess temporises, sends her son to Moscow for a year, and when his back is turned, marries the girl to her coachman, also a serf, it being understood that she has despotic power over them. But this coachman is a hero and martyr of a type, we fear, only to be found in the French ultra sentimental drama. Although he loves the girl, he does not avail himself of his marital rights, but treats her as his sister, and effaces himself by becoming a priest, which it appears in Russian law is equivalent to a dissolution of marriage. So that, the mother relenting, the young Count obtains his bride, and the curtain falls with the presumption that the self-sacrificing coachman will shortly pronounce the nuptial benediction over his successor. The plot is thus both novel and interesting, the play is well constructed, the dialogue well written, and the acting very good indeed on the part of Mdme. Fargueil, Mdlle. Petit, and MM. Marrais and Porel. The pathetic tearfulness of Mdlle. Petit is, in a woman, not unpleasing, but we cannot help thinking that M. Masset errs somewhat in the direction of a feminine lachrymosity both in voice and gesture. But if *Les Danicheff* is in parts a trifle over sentimental, a little too full of ohs! and ahs! it is relieved by the sparkling wit so well brought out by M. Porel, and in all respects it presents a favourable contrast to *L'Etrangere*. In this play a French Duc and Duchesse have made a marriage *de convenance*. The Duc wishes to possess himself of an American lady, and the Duchesse suggests to a former lover that he should run away with her. The youth refuses, but as the Duc is ultimately shot by the American lady's husband, not because he made love to the wife, but because he is in the way of everybody, the curtain falls in this case with the presumption that the Duchesse will be made happy with her young Joseph. This plot cannot be said to be of a very meritorious order, but such as it is, it is begun and ended in the last ten minutes of the play, and all the rest consists of a presentation of the science and diplomacy of dirt. Nor is the acting at the Haymarket of a nature to redeem a bad play. The burden falls on the two ladies, and whilst Miss Hodson, excellent actress though she is, is not in her element as the Duchesse, Miss Helen Barry, who has a great deal to learn before she becomes an excellent actress, is very much overweighted as L'Etrangere. Mr. Vezin is included in the cast, and on seeing his name one naturally wonders why Mrs. Vezin, who, in turf language, can in strong emotional parts give lumps of weight to any other actress, and then distance her, is not also engaged by the aspiring management of the Haymarket. But perhaps it is against theatrical etiquette for a husband and wife to act at the same establishment.

It is universally declared, by those who are supposed to know best, that the present is one of the most unremunerative seasons on record. We are not surprised therefore to observe symptoms of early closing at many theatres, and already Mrs. Bateman has suspended her management of the Lyceum till next Christmas. The Lyceum is not however closed, for a lady has been found bold enough, or rich enough, to take it, and to struggle against the influence of the worst part of a bad season. More than this, she has produced a play, in which she herself plays the strongest, we may say the only strong character. Our readers will naturally imagine that some great actress must have come forward who can ensure success by her name and talents. On the contrary, Mrs. Fairfax, who is the lady in question, is entirely unknown to us, except from the fact that she has acted a few times in London, generally at morning performances, during the past twelve months. Where she acted before then, or whether she acted at all, is doubtful, and it may be at once said that her present efforts are not likely to fill the Lyceum, and that she is one of those stars, of whom we have had so many of late, that appear and disappear with equal celerity. The play with which she begins her management is called *Corinne*, and is written by Mr. Buchanan, from whom something unconventional might have been expected. The scene is laid just before and during the first days of the Revolution in France, and the theme is the disabilities under which the heroine, Corinne, labours in consequence of her being an actress. Here was an opening for something new, but Mr. Buchanan has gone to work in the most commonplace and conventional fashion, roughly dividing his characters into aristocrats and democrats, and causing them to talk the most blatant "Coburg" dialogue. There is a fiendish abbè, a furious but virtuous democrat, and several specimens of the aristocracy, who walk about with the inevitable single or double glasses and address the democrats in a manner ruder than the most blunt hero of much abused modern comedy could ever attain to. On the first night the first two acts were performed to considerable applause, the curtain falling in each case to a well managed situation, but in the third act confusion set in, which in the fourth became chaos, mainly owing to the entire failure of the ambitious Mrs. Fairfax to make that unhappy Corinne anything but ridiculous. She attempted by tears to pourtray rage, denunciation, misery and despair, and if in her heroics she suggested Miss Isabel Bateman, her distraction excited recollections of Miss Alleyne. The reward of these exertions was a storm of bouquets from the private boxes, which the occupants showered on the actress with more assurance than discretion. For our own part we feel more shame than amusement in witnessing these bold

flights of incompetent performance, which would be less offensive and more pardonable were it not for the indecent applause of misguided friends.

Still another failure has to be recorded, in the case of *Home, Sweet Home*, at the Olympic, an adaption by Mr. Farjeon of his Christmas story, *Bread and Cheese and Kisses*. It has had a very short run, for it is already removed to make way for Mr. Tom Taylor's *The Serf*, the revival of which is no doubt prompted by the success of *Les Danicheff*, and will remind us of the death of Mr. Vincent and the retirement of Miss Kate Terry. *Home, Sweet Home*, was a drama more transpontine even than *Clytie*, and exhibited that complete disregard of probability as to persons, places and things which is characteristic both of transpontine dramas and Christmas stories. The assemblage of all the characters, rich and poor, in the back kitchen, in the first act, was unnatural; the scene of the third act, where some of them come together in the most extraordinary fashion, and where a furious gale blows to unmoved trees, was equally unnatural. Governesses in nice blue suits, with little daughters in nice red suits, are not usually wives to penniless artisans, nor when they are turned out of doors by employers do they stop to pray in the streets. The dialogue of Mr. Farjeon's play is rant and fustian, but in these qualities it is exceeded by the little sentences in the programme placed under the heading of each act. But with all this, and a great deal more, to be said against *Home, Sweet Home*, we do not see why one theatre in central London should not be devoted to better pieces of this class if we allow two for the performances of Messrs. Didier and Schey and Madame Theo. The critics tell us that the pit and gallery applaud *Home, Sweet Home*, and the stall and boxes Madame Theo. And the critic who sneers at Mr. Farjeon's play writes of Madame Theo, "but there is something pretty and winning even about her touches of vulgarity, and out of every phrase put into her mouth she brings out the fullest, and occasionally the *broadest* point." If this be so, we must assume that pit and gallery have better morals and more regard to decency than stalls and boxes. But, happily, neither the premises nor the conclusions of the majority of the critics will hold water.

ANSWERS TO CORRESPONDENTS.

CHESS.

A. S. D. (Glasgow).—We have noted the change of address as desired.

W. C. (Cheltenham).—Book safely at hand, and the problem also. Many thanks for your attention in the matter of the circular.

J. B. McK. (Cleveland, U.S.)—We have arranged the exchange as desired. Kindly address your communications to the Editor. The gentleman you name is not, and never has been, the Chess Editor of this journal.

B. S. W. (St. Louis).—Your last letter came to hand too late, and your problem, with an amendment to make it sound, was already in type. It is no trouble to us to examine problems, and we shall be glad to do so for you at any time. See notice to J. B. McK.

W. N. (St. Neot's).—Mr. A.'s precedence, so far as you are concerned, is due to what is considered the superiority of his reviews. We shall, of course, be glad to publish the awards when you have made them.

G. H. T.—The three move problem can also be solved by Kt takes Q B P, &c.

C. W. (Sunbury).—If in problem 1 $\frac{\text{Q to Q 3}}{\text{P to Q 4}}$ 2 $\frac{\text{Kt to Q 7 ch}}{\text{K moves to KB 5}}$, how do you give mate in two more moves? No. 2 can be solved by Q to Q B sq.

C. M. B. (Dundee).—Can mate be delayed more than two moves if Q to K 2, in problem No. 27?

J. E. Vernon, C. Callander, W. Meredith, E. Frankenstein and J. P. Taylor are cordially thanked for their valuable contributions.

V. G. (Canonbury).—All communications intended for notice in this journal must be addressed to the Editor 8 Salisbury-court, Fleet-street.

WHIST.

ZEAL.—A X B Z sit in this order: A deals and turns up Ace. A conversation takes place, and some one says, "B, we are waiting for you;" on which B leads, and X takes up the Ace of trumps. The play soon apparently shows that X and Z are 4 by honours, on which A and B throw down their cards. A bystander then points out that they were not four by honours, because the trump Ace, not yet played, properly belongs to A. Can this error be now rectified?—*Ans.* We think not. A and B have abandoned the game, and, except to see if X and Z have revoked, they have no more rights. This is Whist indeed. In your circle has an Ace turned up no effect on the minds of the players?

MAX.—It is my lead, and under the impression that I have game in my hand I lead out Ace, Queen, Knave, 3, 2 of trumps, and Heart King. K, my opponent, takes my Queen of trumps and leads a Spade, of which I have one. K insists that he can make me play the trump Knave, and that I must revoke. Is this so?—*Ans.* The cards on the table are exposed, and therefore callable. No one can be forced to revoke except in one position, given in Case 2 of Mr. Clay's book; a decision, be it said with all deference, with which we are unable to agree.

P. COT.—A deals out of turn. Fifty one cards are dealt, and the trump card is turned, but has not left the dealer's hand. Are the adversaries in time to stop the deal being completed?—*Ans.* At p. 46 of vol. 2 we held that the trump card is turned according to law, notwithstanding it remains in the dealer's hand, if it be seen by any one of the players. After it is so seen honours cannot be claimed, and by analogy we think the claim of the deal out of turn here is too late. The question was discussed at the time, and ultimately met with general approval. Mr. Clay agreed that the decision was sound, although not free from doubt.

N. R.—It is a catch bet.

NOTICE.—In Future these Papers will be Printed by the Civil Service Printing and Publishing Company Limited, and all Letters and Exchanges should be addressed to the Editor, 8 Salisbury Court, Fleet Street, London, E.C. Our Friends will much oblige by noting this address.

A DISTINGUISHED AMATEUR.

The WESTMINSTER PAPERS, 1st August 1876.

The Westminster Papers.

1st AUGUST 1876.

THE CHESS WORLD.

"The whisperings of our petty burgh."

SINCE the publication of our last number a conspicuous figure in the world of English Chess has passed away. Herr Lowenthal, whose name has been so intimately associated with every public incident of the game in England during the last twenty-five years, died at St. Leonards on the 20th ultimo, in the 67th year of his age. According to his own account, furnished to *Men of the Time*, Herr Lowenthal was born at Buda-Pesth in 1810, and was engaged in mercantile pursuits down to the date of the Hungarian insurrection in 1848, in which he took some part, and upon the suppression of which he was obliged to take refuge in a foreign land. Before that time (in 1841) his name had become known to the Chess world in connection with the celebrated match by correspondence between Paris and Pesth, in which the latter city, represented by Lowenthal, Szen, and Grimm, was victorious, but it was not until after his flight from Europe to America, in 1849, that he came before the public as a professional Chess player. On escaping from Hungary his first resting-place was at Hamburgh, from which city he proceeded to New York, and there, homeless, bereft of means, and ignorant of every language save his own, he found among the Chess playing community a hearty American welcome and generous relief of his necessities. It is the oft-told story of the emigrant Chess player, whether the scene is England or America, but in Herr Lowenthal's case there was never evinced the common repudiation of gratitude to the country and the people that nourished and protected him. He has frequently, in conversation, borne grateful tribute to the gentlemen of New York, who in the dark days of January 1850 found him a stranger and took him to their homes as a friend. From that time he naturally drifted into the profession of Chess as a means of livelihood; and, after visiting Philadelphia, Baltimore, and Lexington, he established a cigar divan at Cincinnati, in connexion with a proprietary Chess Club. In 1851 he came to London, intending to take part in the international tournament of that year, and, on its conclusion, return to Cincinnati; why he did not return is best told in his own words - they show, at all events, the singular sensibility of his character, and will be new to most of our readers:

> I arrived in London very ill. An old wound in my leg had broken out afresh, and the long and rapid journey had worn me out. My ill success in the tourney is on record. It was nothing more than might have been expected. In my weak state every thing took a morbid hue. I estimated defeat too highly: I thought a beaten man would be looked coldly on, and I felt I could not go back to those friends at Cincinnati, whom I had left with such high hopes and anticipations.

Since 1851 Herr Lowenthal's career is identified with English Chess, but he does not appear to have been able at any time to cope with the best players of his time. He defeated Williams and Horwitz in set matches, but was unsuccessful against Buckle. He won the first prize in the Manchester tourney of 1857, defeating Anderssen (a single game), and at Birmingham in the following year defeated Staunton and Falkbeer, again taking the first prize. Immediately after the Birmingham meeting he played a match against Paul Morphy, whom he had previously encountered unsuccessfully at New Orleans, and was again defeated. This was the last public match in which he engaged. In 1861 the British Chess Association was formed, Herr Lowenthal was appointed managing director, and thereafter his play was confined to off-hand games or private matches with friends or patrons of the game. Of his voluminous contributions to the literature of Chess the most important is the Book of the 1862 Congress, edited in conjunction with Mr. Medley, and next in interest is his "Book of Morphy's Games." He was from time to time connected with the newspaper press as editor of weekly Chess articles, and conducted for some years the *Chess Players' Chronicle* and the *Chess Players' Magazine*. Amiable in character, even to weakness, Herr Lowenthal excited no personal enmities, although his administration of the public duties he engaged to perform frequently provoked criticism which malevolent or stupid persons have ascribed to such feelings. He was a professional Chess-player of a school that, knowing something of Chess history, believed Chess to be a "gentle game" and no man entertained more genuine abhorrence of any one whose exclusive devotion to it appeared irreconcileable with a regard for clean linen and an unobtrusive life. Herr Lowenthal has left a will by which the remnant of the fund subscribed some time ago for his benefit, is devised to trustees to be applied to such objects as they may think likely to promote the interests of English Chess.

During the sultry weather recently experienced in London, there has been very little Chess playing in the public rooms, but there has been no falling off in the attendance of amateurs at the City Club. One of the pleasantest incidents of the month was the gathering of amateurs at Mr. Gastineau's garden party on the 8th ultimo. The weather, which in this country is seldom propitious for open-air enjoyment, was on that occasion most favourable, and over forty gentlemen availed themselves of Mr. Gastineau's hospitable invitation. At five o'clock a substantial repast was served, to which the guests did ample justice, as well as to the

toast of the host's health, proposed in eloquent terms by Mr. Macdonnell. The remainder of the day was devoted to Chess and conversation in the pleasant garden, and the company separated at a late hour, expressing themselves highly gratified with the day's entertainment.

On the 3rd ultimo, an interesting match was played between the City and Bermondsey Clubs, the representatives of the former yielding the odds of a Knight. Eleven players on each side took part in the fray, which resulted in the victory for the City. The following is the score :—

City Club (giving Kt.)		Bermondsey.	
Mr. Macdonnell	1	Mr. Keates	0
Mr. Potter	1	Mr. Beardsell	0
Mr. Wisker	1	Mr. Dredge	0
Mr. Healey	1	Mr. Holman	0
Mr. Batt	1	Mr. Gicquell	0
Dr. Smith	1	Mr. Witham	0
Mr. Horwitz	0	Mr. Watts	0
Mr. Jansens	0	Mr. Hutley	1
Mr. Pfahl	0	Mr. J. Holman	1
Mr. Hoon	drawn	Mr. Cooper	drawn
Mr. Heywood	0	Mr. Barker	1
	6		4

On the 19th ultimo Mr. Potter played fourteen members of the City Club simultaneously, and carried the victory without the loss of a single game. He won ten and drew four. The players against whom Mr. Potter won are Messrs. Brunetti, Israel, Jeanes, Klein, Lord, Pensam, Riley, Stevens, Walker, and Walthew, and those who succeeded in drawing are Messrs. Adamson, Scoones, Batt and Smith.

The trophy offered for competition by the Working Men's Club and Institute Union to the Chess players of the affiliated clubs in the metropolis has just been gained by Mr. E. Louis Cohen for the Jewish Working Men's Club. The competing clubs this year were Bermondsey (Mr. Keats), Kilburn (Mr. Leigh), St. Pancras (Mr. Tiley), Bedford (Mr. Chatto), and Jewish (Mr. Cohen). The following account of the result is contributed by Mr. D. Moses, the honorary secretary of the winning club :—

The representatives of these clubs were paired off with results in round 1 as follows :—

Bermondsey beat Kilburn.
Jewish „ Stockwell.

The St. Pancras had a bye, in consequence of the Bedford having only to play in the last round.

For round 2 the Bermondsey and Jewish players came into the same field, and the match resulted in favour of the latter.

In round 3 the St. Pancras was defeated by the same gentleman. This left the prize in the hands of either the Bedford or Jewish club. Mr. Cohen was again victorious, and thus won the trophy (two bronze statuettes) for his club. It should be mentioned that the Jewish Club only holds the prize for one year. If, however, that club wins for three consecutive times, and with a different representative each time, it keeps the trophy.

The Newcastle and Gateshead Club has been closed for the summer, but will open again in October. The past season has been the most successful for many years, and has been marked by the advent of new members and a more regular attendance on the part of the principal players. Some two years ago the Rev. Mr. Archdall, a member of this club, and one of the strongest provincial amateurs, started a correspondence tourney, which was brought to a successful conclusion last month. The two prizes have been taken by Mr. E. Peart, of Newcastle, 1st, value three pounds, and Mr. W. Nash, of St. Neot's, 2nd, value one pound. The deciding games between these players, which are of more than ordinary interest, appear in this number.

La Stratégie for July contains a noteworthy article, by M. Delannoy, on London Chess, and Chess Players besides the usual quota of good games and problems.

From Germany the most interesting item of news is that a meeting of the Mid-German Chess Association was to be held at Leipsic from the 9th to the 13th July.

We have no further intelligence regarding the prospects of the proposed Centennial Congress of Chess Players at Philadelphia. Our exchanges at hand confirm the information we have already imparted to our readers, that the subscriptions received in aid of the projected tournament fall far short of the amount anticipated. The *Chess Record*, in the course of an explanation of the causes that have led to this result, accuses the Westminster Papers of a tendency to find fault with the management; but we are curious to know in what words of ours any such spirit has been manifested. We have nothing to do with Dr. Zukertort's opinions upon any subject, except his analysis of the games published in our pages, nor has he with ours, and when we inserted his letter—which by the way we do not understand to be at all a statement of his own convictions—we were careful, in our comments upon the subject, to protect the Philadelphia Committee against any misinterpretation of its contents by our readers. The Philadelphia Committee may rest assured that they have all along possessed the sympathies of the Westminster Papers, and we believe of its readers also, in the very arduous office they undertook to discharge. We have more than once directed attention to the difficulties attending the task of raising a sum of money that

would induce the best European players to cross the Atlantic. To the majority of them Chess is meat and drink sometimes in the Lydian sense, and the notion of anything but big purses luring them on such a journey never entered our mind. The qualified support accorded to the Committee may in a great measure be ascribed to the stagnation of commerce which has affected all classes of the community, and particularly in the great cities from whence the largest sums were expected to be received, but as the *Hartford Times* remarks, if every person interested in the success of the Congress had contributed one dollar, the amount first anticipated might have been readily secured. As it is, there is a sufficient sum of money to ensure the success of a national tourney, in the progress and result of which European amateurs will feel little less interested than in that one of wider scope originally contemplated.

Every one will regret to hear that an accident to Miron deprived the *New York Clipper* of his personal attention to the Chess column for a few weeks. He is now happily recovered, we are glad to say. Mr. W. H. Luster, one of Miron's corps of correspondents, shares with Mr. Andrews the honour of having triumphed over the difficulties of Mr. Waterbury's nine-king problem.

Two new Chess columns have reached us from the States, the *Cleveland Leader* and the *Chicago Tribune*. The column in the former is edited by Mr. J. B. M'Kinn, who announces a problem tourney, open to the world, in which the first prize will be a copy of Staunton's "Chess Praxis" and Alexander's "Beauties of Chess," and the second prize a paid subscription to any one of the following Chess magazines:—*Westminster Papers*, *Chess Journal*, *La Strategie*, *Schachzeitung*, and *Nuova Rinista degli Scacchi*. A solver's prize will also be given, consisting of a copy of Kling's "Chess Euclid," a book as scarce as it is excellent.

The Problem tournament of the *Detroit Free Press* ended in the first prize being taken by Master Harry Boardman, a youth of thirteen years. Master Boardman made his first appearance as a composer a few years ago, in the columns of the *Hartford Times*, and the composition, which we believe we quoted, was full of promise of the excellence to which he has now attained.

The proposed match between Mr. Judd, of St. Louis, and Mr. Mason, of New York, after much correspondence and some bickering, regarding the time limit, was to have commenced on the 27th of June, at St. Louis. Everything had been arranged satisfactorily, and a private letter assured us that it would be a battle of giants. We now learn that it is again broken off, through the default of Mr. Mason, but we have no particulars.

In compliance with the request of several American correspondents, and to enable them to take part in our Problem Solution and Review tourney, the reviews of the Problems in our July number are withheld until next month. While upon the subject of our own problems we have to express regret that none of our solvers appear to have attempted Mr. Townshend's problem dedicated to Mr. Andrews. The problem is remarkable for the beauty and depth at the ideas it embodies, as will be clear to any of our readers who may take the trouble to play over the following solution:—

WHITE.	BLACK.	WHITE		BLACK
1 Kt to B 5 dble ch	1 K to Kt 4	14 Kt to Kt 5		14 K takes (a)
2 Q takes P ch	2 K takes Kt	15 B to Q B 5		15 P to R 6
3 Q to Kt 4 ch	3 K to Q 5	16 B takes K R P		16 P to R 5
4 B takes B ch	4 K takes P	17 Q to R 8		17 P to B 3
5 R to Q 2 ch	5 K to K 5	18 R to Q sq ch		18 R takes R
6 Q takes R ch	6 R interposes		MATE.	
7 Q takes B P ch	7 ditto		(A)	
8 Q takes K P ch	8 ditto			14 P to R 6
9 Q to B 6 ch	9 ditto	15 B takes P ch		15 K takes R
10 Q takes Kt ch	10 ditto	16 B to Q B 5		16 P to R 5
11 Q to B 6 ch	11 ditto	17 Q to R 8		17 P to B 3
12 P takes B ch	12 K takes P	18 R to Q sq ch		18 R takes R
13 B takes Q	13 K to Kt 7		Mate.	

OUR PORTRAIT GALLERY No. 6.—MR. JAMES AYTOUN.

It is only in Chess that amateurs are distinguished. In most of the other arts and sciences distinction is monopolized by the professors, but the subject of our present notice is distinguished in letters even more than in Chess, and his name is widely recognised as that of a keen politician and graceful writer upon the topics of the day. He is a very excellent player, a still better spectator—the position in which our artist represents him—and his popularity among the Chess players of London, is, we hope, a sufficient apology for introducing him to the readers of the Westminster Papers.

JAPANESE CHESS.

To the Editor of the Westminster Papers.

Dear Sir,—In the Westminster Papers for October 1875, Captain Kennedy, the genial author of "Waifs and Strays," in noticing my first paper upon Japanese Chess, remarks that he can hardly doubt that the Japanese, by

some means or other, obtained the game from the Chinese, with which opinion, after some degree of investigation, I am inclined to concur. It seems probable, in the absence of testimony to the contrary, that Chess was brought to Japan along with the *Gakumon*, or literary accomplishments, many of which are of Chinese origin. But on the other hand native scholars assert that they can find no trace of such a fact in their literature, and add that they have invariably looked upon the game as purely one of Japanese invention. If then there is no evidence existing in the annals of the country to prove its origin, the question might become one of race and their antecedents, for the analogy between the various forms of the game in different lands incontestably shows that they are mere variations, modifications, or amplifications of one original Chess. As far as I can learn, the *Ainos* or aboriginals of this country are unacquainted with the game. They are an uncivilised race, banished to the far north, living in miserable huts, and leading a life which is slowly tending towards their extinction altogether. Then in the Japanese proper you behold the type of the Tartar, the Malay, and the Jew. At all events he came from the East we know not when—let us say at the dispersion at the Tower of Babel—and in his nomadic wanderings over the vast Asiatic continent he finally made his abode in this sunny land, bringing with him his native languor, his native taste for the fine arts, his religions, and his recreations. Unfortunately there appear to be but few, if any, chess books or treatises touching upon this special point. Of published chess problems there is a fair supply; one which has fallen into my hands reveals two or three interesting facts.

The little book contains a preface, one hundred problematic positions on diagrams, neatly printed in the picturesque Chinese and Japanese characters, and is accompanied by another small volume containing the solutions. The following is a translation of the preface :—

The game of *Shiogi* (Chess) is a means of studying military tactics in times of peace.

Ito Soin (the second successor of Ito) was born at Karatsu in the province of Hizen. His original name was Tsuruda, but, being a skilful player of the game, Ito the First made him his adopted son and gave him his name. Ito Soin kept many *Deshi* (Chess pupils) in the year *Shiotoku*, about 150 years ago, of whom Miyamoto and Ura were rewarded by the people for their skill.

He submitted to the *Bakufu* (old Tokugawa Government) one hundred of his own Shiogi compositions, and one hundred others he left to the public, the contents of the present volume.

No other Chess player has succeeded in composing so many problems; and, as I am afraid lest his labours should be destroyed by the moths that devour the paper, I hereby publish them by the desire of Sanseido.

ITO SOIN (8th successor).

Ito the First is said to have been a celebrated player—doubtless their greatest—from the fact that his name is bestowed upon those who most worthily follow in his footsteps. At the end of the solutions there is an advertisement of five other similar works, with a note to the effect that the books referred to are better than all others! I think we have seen something like that before, not so far from home. It will be seen from the preface the estimation in which our royal game was and is still held in Japan.

In almost every household the tiny table has its appointed place. The Japanese indulge but little in outdoor sports; in visiting a friend he sits, perhaps, for hours round the *hibachi*, or charcoal fire-box, smoking the inevitable pipe, drinking the inevitable tea, and playing Chess. The game is not confined to the male members of the family, for all understand it, from the bright-eyed *musume* yonder, who will soon take more interest in a *mate* of another sort from that which she has just given her brother, of the mature age of seven years! In fact, one of my most delightful experiences of these favoured regions was watching a game played between two young native ladies, under a moonlight that bathed every surrounding object with a flood of silvery brightness. And were I endowed with the "fine frenzy" of the poet, what a pretty and original conceit might be made of "Chess by Moonlight." What says Mr. Mortimer Collins?

Generally, the Japanese play too quick to play well; they rarely stop to ponder over their moves, and, being a good-natured race, they do not take defeat in our serious matter-of-fact style. Few foreigners know the Japanese game, which, as I pointed out in a previous paper, differs in many respects from ours, the chief difficulty apparently presenting itself in the arbitrary written characters need to distinguish the various pieces. These, however, are easily mastered compared to the numerous ramifications with which the game abounds; being on the whole decidedly more intricate and ingenious than the European method, and affording ample scope for brilliant problematic combinations. The principal differences between the two may be summed up as follows :—

1. A board of 81 squares instead of 64.
2. The absence of a Queen, or a piece its equivalent in power. *Yari*, a Spear, whose movements resemble those of the Rook, being the strongest on the board.
3. The practice of replacing on the board, according to certain rules, a piece which has already been captured, so that one has virtually to be on his guard against an unseen as well as a visible enemy.
4. Pawns do not capture diagonally.
5. A system not unlike "crowning" in Draughts, which several of the pieces undergo.
6. The uniform wedge-shape of the piece.
7. The absence of "Castling."

And the fact of the readiness with which a Japanese can grasp our mode, in the face of the difficulty we experience in mastering theirs, seems to me a proof of the high standard of their game.

Tokei, Japan, May, 1876. W. B. MASON.

INNOVATIONS IN CHESS.

To the Editor of the WESTMINSTER PAPERS.

SIR,—Doubtless there was a period in the history of Chess when the game comprehended so limited a variety, and afforded so restricted a scope for ingenuity, that its profoundest depths were easily plummeted by the most shallow minds. But as time wore on, and the novelty wore off, other and newer features, permitting greater scope, and requiring keener penetration, were gradually introduced. Thus different minds at different times have unquestionably aided its progressive development. The peculiar movement of the Knight might be instanced as internal evidence indicative of an entirely different and higher order of mind to that which probably suggested the more cumbrous movement of the Rook. And when modern ideas of progress are being opposed, it is interesting to imagine the distrust which greeted the introduction of the Knight's leap into the game.

The modification I recently proposed in these pages, to afford the King an additional mode of escaping from an adversary's check, was objected to by a writer in your May number, because it would interfere with a rich fund of literature. Is this objection sufficient? Has not every reform, every improvement, interfered with the preceding records? When gas was first introduced to illumine our highways, it interfered with a rich fund of oil-lamps, which had previously rendered our highways and night hideous. It might equally have been urged against the introduction of gas, that if you abolish all the old lamps to-morrow, we shall at once set about making new ones." Undoubtedly, but of an improved kind, for the world needs more light.

Should the senates of the world stand with folded hands and wrongs remain unredressed, because fresh legislation would interfere with a rich fund of literature? If not, why then should Chess legislation cease? One of our best English players has remarked, in reference to my proposal, that any change would be welcome, which prevented the monotonous samenesss in the openings." For what originality can possibly be evoked by repeatedly retracing the same footsteps in the same well trodden track? It is but too obvious that at the early stages of the conflict any deviation from certain well-known trains of play must end in the utter rout of him who dares to lead the forlorn hope of a novitious attempt. Is Chess, then, a mental exercise?

With great players the openings are stereotyped, and not unfrequently entire games are conducted by the aid of some dusty tome, whose treasures are stored up in the microscopic cells of the brain. In the WESTMINSTER PAPERS, some time back, a game was published which had been played by various proficient against players various amateurs at different times, where the moves had occurred in precisely the same sequence. It was evidently a game well-known to proficients; but it is a farce to call this originality. The moves are not arrived at by any mental process of abstract reasoning. Reasoning is superseded by memory. Memory is a mirror wherein the proficient sees the past reflected, and discovers that he must otherwise invent; and soon acquires the habit of deciding difficulty by precedent rather than principle. The antidote to the bane of bookishness is hardly to be found in any rule governing the crowning of a pawn; many a contest is concluded in which a pawn never arrives at the goal of promotion, in which case the contemplated change would be of the "strictly conservative kind." Inventiveness, brilliancy, and daring are qualities which Chess eminently possessed, in so high a degree as to cause it for many centuries to rank peerless among the recreational exercises of the mind. But now Chess is wrinkled with the touch of time, and blear-eyed sameness marks his dotage where, once, the brilliant daring of his youth held sway. The main defect in the present time-worn, if not played-out *debuts*, consists in the impossibility of successfully importing into them the spirit of novelty and freshness. In fine, as far as the openings are concerned, the originative or creative faculty has been entirely hot-pressed and machined out of the game; letter-press has literally crowded it out. Thus it is with the primary, rather than the developed stage, that the rejuvenative reform must deal. That fertility of resource by which an inferior force could, by reason of its more commanding position or its superior facility for aggressive development, convert apparent defeat into unmistakeable victory, has not been without effect upon the modern popularity of Chess. The extension of this principle, the increased vitality an additional mode of warding off the attack upon the King would afford, must, by reflex action, exercise considerable influence upon the opening moves, seeing that the position occupied at the outset is so taken up on the hypothesis that the onslaught is continuable in certain grooves, but the conditions governing the later stages being altered, the theory of primary positions would require revision.

The suggestion I offered was purely tentative; it may not be characterised by a sufficiently far-reaching thoroughness. But it is apparently in logical conformity with the essential principles of this ancient game; it is moderate in its aim, and is easily understood. Some reform is requisite, unless Chess is to degenerate from a mental exercise to a mere mechanical routine. The charge of literary vandalism has been brought against my proposition. Although no literary nihilist, I believe the destruction of the present theoretical openings would be a gain and not a loss. Possibly we should begin to systematise, annotate and tabulate as before, but the changes would not speedily be rung out, but like adding to the kaleidoscope every particle brings its variety nearer infinity and it would, at least for a time, give ample scope for fertility of invention and resource; it would open up fresh fields for new minds; hitherto unknown paths would be mapped out, new regions explored; new expanses would be discoverable, new brilliants revealed. Metamorphoses, modifications, and changes are the tendencies of the times; may these tendencies ripen into action.

Yours, &c.,

City of London Chess Club. S. J. STEVENS.

PROBLEMS.

PROBLEM No. 822.—By J. STONEHOUSE, Sunderland.

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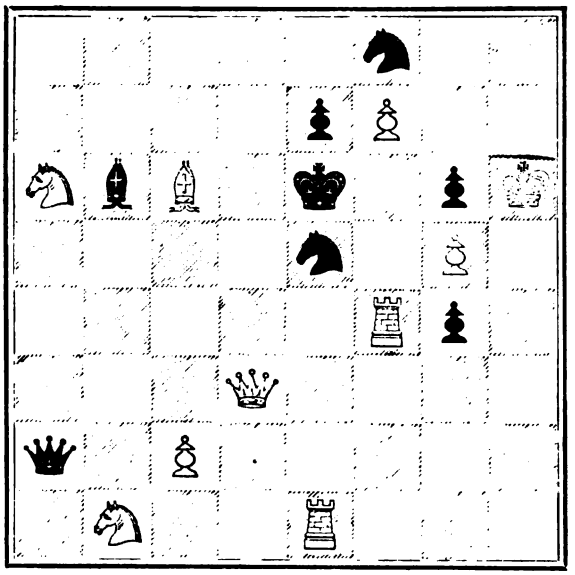

WHITE.

White to play and mate in three moves.

PROBLEM No. 823.—By W. MEREDITH.

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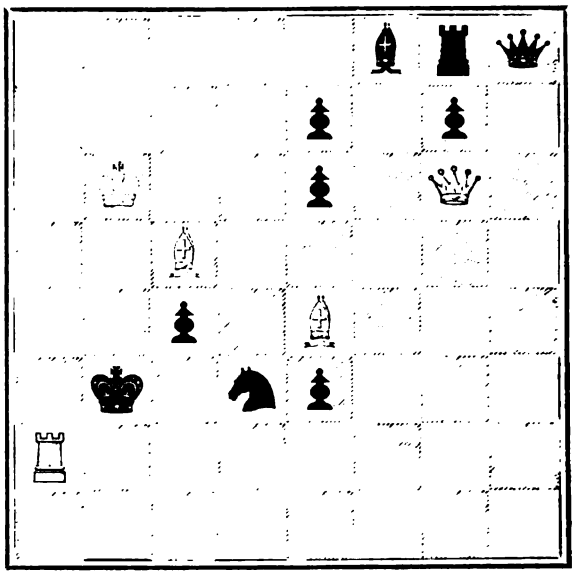

WHITE.

White to play and mate in four moves.

PROBLEM 824.—By CONRAD BAYER.

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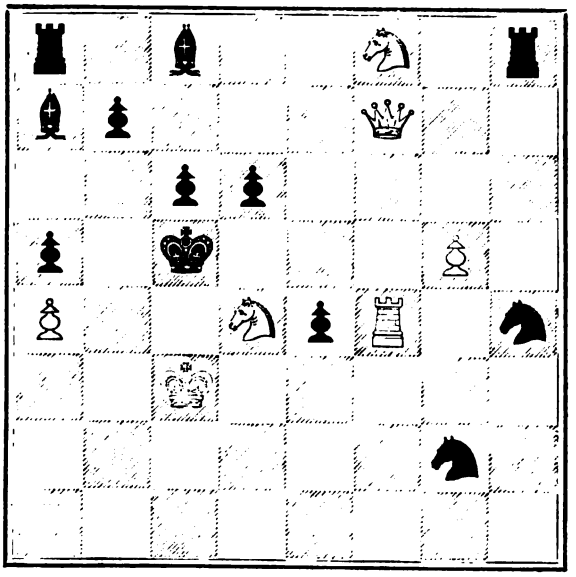

WHITE.

White to play and mate in five moves.

PROBLEM 825. -J. PIERCE. M.A.

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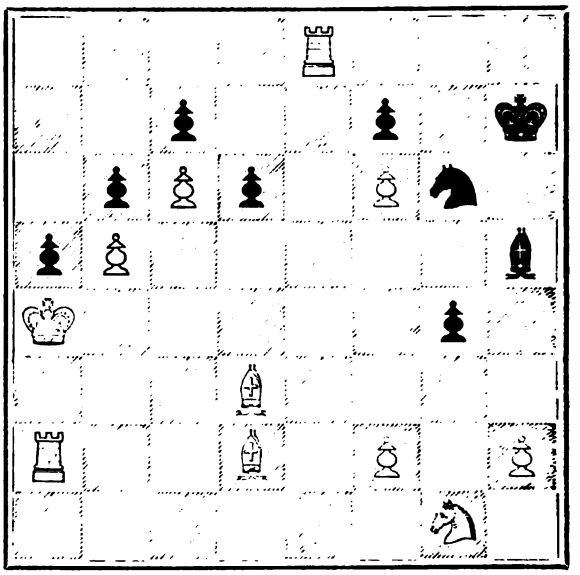

WHITE.

White to play and mate in five moves.

PROBLEMS.

826.—By C. Callander.

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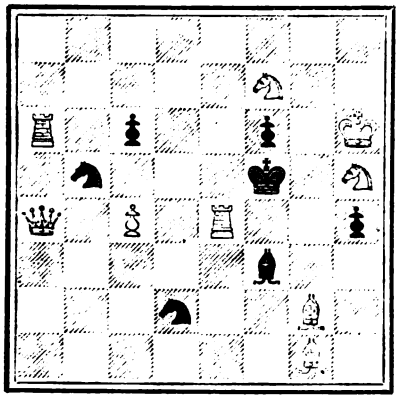

WHITE.

White to play and mate in two moves.

No. 827.—By Robert Braune.

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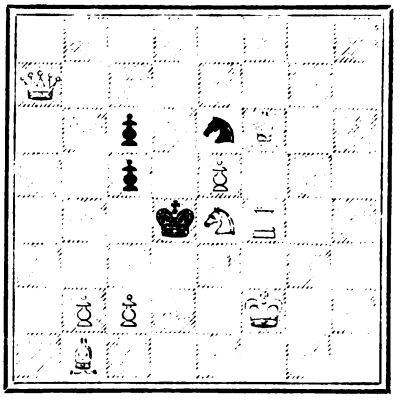

WHITE.

White to play and mate in two moves.

No. 828.—By D. W. Clark, of Siberia.

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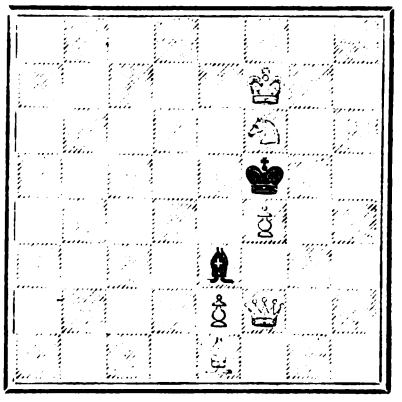

WHITE.

White to play and mate in two moves.

No. 829. —By Herr Kling.

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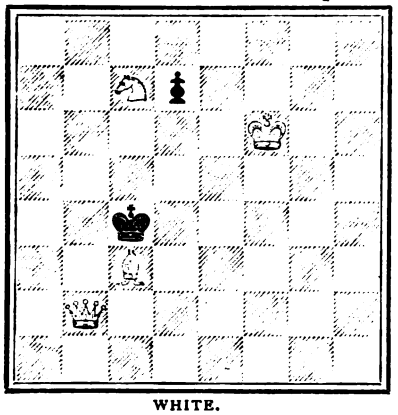

WHITE.

White to play and mate in three moves.

No. 830. —By J. P. Taylor.

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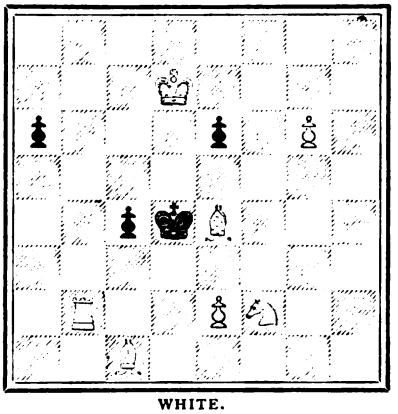

WHITE.

White to play and mate in three moves.

No. 831. By C. W. of Sunbury.

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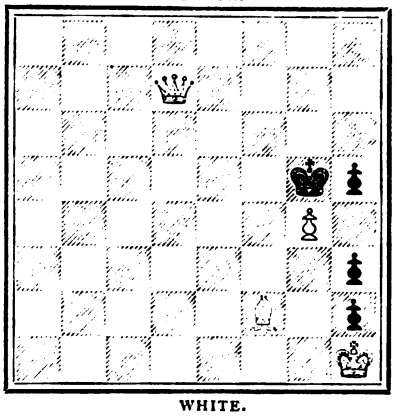

WHITE.

White to play and mate in three moves.

No. 832.—By Victor Gorgias.

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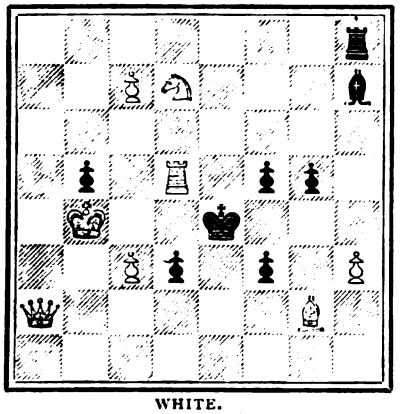

WHITE.

White to play and mate in three moves.

No. 833. By C. M. B., Dundee.

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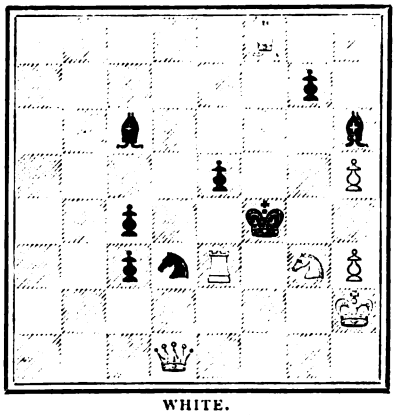

WHITE.

White to play and mate in three moves.

No. 834. —By F. W. Martindale.

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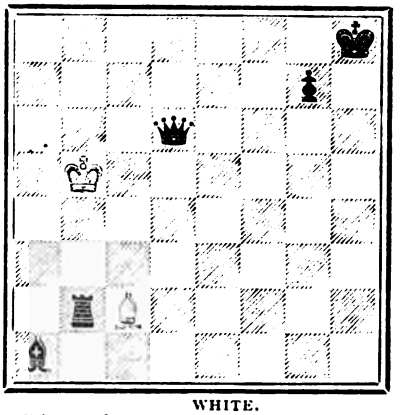


WHITE.

White to play and self-mate in four moves

GAMES.

Noted by J. H. ZUKERTORT.

GAME 186.

French Game.

Played in the Tournament of New York, 1875.

White. Mr. ALBERONI.	Black. Mr. DELMAR.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Kt to Q B 3	3 Kt to Q B 3 (a)
4 Kt to B 3	4 B to Kt 5
5 B to Q 3	5 Kt to B 3
6 B to K Kt 5 (b)	6 P to K R 3
7 B takes Kt	7 Q takes B
8 Castles	8 B takes Kt
9 P takes Kt	9 Castles
10 P to K 5	10 Q to K 2
11 Kt to Q 2	11 B to Q 2
12 P to K B 4	12 P to Q R 4
13 K to R sq (c)	13 K to R sq
14 P to Kt 4	14 P to B 3
15 Q to K sq	15 P takes P
16 Q P takes P (d)	16 Kt to Q sq (e)
17 Q to Kt 3	17 P to B 4
18 Kt to B 3	18 P to B 5
19 Kt to R 4	19 B to K sq
20 B to Kt 6	20 B to B 3
21 P to K R 3	21 K to Kt sq
22 K to R 2	22 Kt to B 2
23 Q R to K sq	23 P to Kt 4 (f)
24 B to R 5 (g)	24 Q to R 6
25 Kt to Kt 6	25 K R to K sq
26 P to R 4	26 P to Kt 5
27 P to B 5	27 Q takes B P
28 R to K 3 (h)	28 Q takes P ch
29 R to B 2	29 Q to B 8
30 P takes P	30 R takes P (i)
31 Kt to B 4	31 R to K 2
32 P to K 6	32 Kt to R sq (k)
33 Kt to K 2	33 Q to Q 7 (l)
34 Q to B 4	34 B to Kt 2
35 Kt to Kt 3	35 Q to Q 8 (m)
36 P to Kt 5	36 Q to Kt 8
37 B to B 7 ch	37 K to R 2
38 P takes P	38 Q to R 8
39 P takes P	39 Q takes Kt P
40 Q to B 5 ch	40 Kt to Kt 3
41 Q to R 5 ch	41 Q to R 3
42 B takes Kt ch	42 Resigns

(a) 3 Kt to K B 3 is the only satisfactory rejoinder. The move in the text is contrary to the principle of this opening, as it blocks the advance of the Q B P.

(b) I prefer 6 P takes P.

(c) Injudicious: 13 P to Kt 4 or 13 R to B 2 was the proper course. The move actually played not only loses time, but brings the King on to an inferior square.—See White's 21st and 22nd moves.

(d) Necessary to keep up the attack, but weakening the Queen's flank.

(e) The beginning of a very good manœuvre, which enables Black to obtain a winning position on the Queen's side.

(f) Black could here play at once Q to R 6.

(g) 24 P to B 5 would be met by 24 Kt to Kt 4.

(h) 28 Q to B 2 was better, as White occupied then a more threatening position.

(i) Black could safely reply here 30 Kt to Q sq, proceeding then with 31 Kt to K 3, or 31 P to Q 5, according to the line of play adopted by the first player.

(k) Suicidal: 32 Kt to Q 3 gives Black the much superior game. If then 33 Kt to Kt 6, Black replies 33 R to K sq, and 34 P to Q 5; if 33 Kt to K 2, then 33 Q to Q 7.

(l) Necessary to prevent 34 Q to Q 6.

(m) Making bad worse.

GAME 187.

Played 12th April 1876.

Petroff's Defence.

White. Mr. ALBERONI.	Black. Mr. RICHARDSON.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 Kt to B 3	3 Kt to B 3
4 B to Kt 5	4 B to B 4 (a)
5 Kt takes P	5 B takes B P ch (b)
6 K takes B	6 Kt takes Kt
7 P to Q 4	7 Q Kt to Kt 5 ch
8 K to Kt sq	8 P to Q B 3
9 B to K 2	9 P to Q 3
10 P to K R 3	10 Kt to R 3
11 B takes Kt (c)	11 P takes B
12 K to R 2	12 Q to K 2
13 Q to Q 3	13 B to Q 2
14 K R to K B sq	14 R to K Kt sq
15 P to Q Kt 4 (d)	15 Castles
16 P to Q R 4	16 R to Kt 4
17 P to Kt 5	17 Q R to Kt sq
18 B to B 3	18 Kt to R 4
19 P takes P	19 B takes P
20 B to Kt 4 ch	20 K to Kt sq (e)
21 Q to B 3	21 P to B 4
22 B takes Kt	22 R takes P ch
23 Q takes R	23 R takes Q ch
24 K takes R	24 Q to Kt 4 ch
25 K to R 2	25 Q takes B
26 R takes P	26 Q to R 5
27 R to B 8 ch (f)	27 K to B 2
28 Q R to K B sq	28 K to Kt 3
29 K R to B 4	29 Q to Kt 4
30 Q R to B 2	30 Q to Q R 4
31 Q R to B 3	31 P to Q R 3
32 P to Q 5 (g)	32 B takes R P
33 P to K 5	33 B takes P
34 P to K 6	34 B to Kt 3
35 P to K 7	35 Q to R 8
36 Q R to K 3	36 Q to Q B 8
37 K R to K 4	37 Q to K B 8
38 P to K 8 (q)	38 Q to B 7 ch

(a) An inferior continuation: 4 P to Q R 3, 5 B to R 4 leads, by a transposition of moves, to a known variation of the Ruy Lopez.

(b) Playing the opponent's game. Black's best course is 5 Kt takes Kt, 6 P to Q 4, 6 B to Q 3 or Kt 5.

(c) White throws away the great advantage which he has already obtained. The first 10 moves of this game are identical with a game played between Messrs. Blackburne and Bird in the Glasgow Handicap of 1875. Mr. Blackburne proceeded here with 11 K to R 2.

(d) A vain attempt to obtain an attack on the Queen's side.

(e) If 20 B to Q 2, then 21 Q to B 4 ch., 21 K to Kt sq, 22 R takes P.

(f) To no purpose.

(g) A fine manœuvre, which secures for White at least a draw.

GAME 188.

Played 6th April 1876.

French Opening.

White. Mr. BRENZINGER.	Black. Mr. ALBERONI.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 B to K 3 (a)	4 K Kt to B 3
5 B to Q 3	5 B to Q 3
6 Kt to Q B 3	6 P to B 3
7 P to K R 3	7 B to K 3
8 Kt to B 3	8 Kt to Q 2
9 Kt to K 2	9 Q to B 2
10 P to B 3	10 P to K R 3
11 Q R to B sq	11 P to K Kt 4 (b)
12 P to Q Kt 4 (c)	12 P to Q Kt 4
13 Kt to Q 2	13 Kt to R 4
14 Q to B 2	14 K to K 2
15 Kt to Q Kt 3	15 Q R to K B sq
16 P to Kt 4 (d)	16 Kt to B 5
17 Kt takes Kt	17 B takes Kt
18 Q to K 2	18 K to Q sq
19 K to Q 2	19 Kt to Kt 3
20 K to B 2	20 Kt to B 5
21 Kt to B 5	21 R to K sq
22 Q to B 3	22 B takes B
23 P takes B	23 K R to B sq (e)
24 B takes Kt	24 Kt P takes B
25 Q to B 6 ch	25 Q to K 2
26 Q takes R P	26 P to K B 4
27 Kt takes B ch	27 Q takes Kt
28 Q takes P ch (f)	28 K to B sq
29 Q R to K sq (g)	29 Q to K 5 ch
30 K to Kt 2	30 Q to Kt 7 ch
31 K to R 3 (h)	31 Q to Q 7
32 R to Q B sq	32 R takes P
33 Q to Kt 7	33 R takes P ch
34 R takes R	34 Q takes R ch
35 K to Q R 4	35 Q to B 7 ch
36 K to R 3	36 R to K sq
37 Q to K Kt 5	37 Q to B 6 ch (i)
38 K to R 4	38 R to K 7
39 Q takes P ch	39 K to B 2
Resigns.	

(a) L. Paulsen often chose this line of development in the French opening, and followed it up with 5 P to Q B 4.

(b) A commendable attempt to leave the beaten track of the dullest of openings.

(c) White should answer with P to K Kt 4. The move in the text, and Black's answer, are hardly to any purpose.

(d) Necessary to prevent the threatened advance of the adverse K B P.

(e) This move loses a valuable Pawn.

(f) White could avoid here all complications by

28 Q takes Q	28 R takes Q
29 Q R to K sq	29 P takes P
30 P takes P	30 R to B 7 ch
31 K to Kt sq	31 R to K Kt 7
32 R to R 7	

(g) The other Rook should have been played to K sq, e.g.:—

28 K R to K sq	28 Q to K 5 ch
29 K to Kt 2	29 Q to Kt 7 ch
30 K to Kt sq	30 Q takes R P
31 P takes P	31 R takes B P
32 Q to Kt 6	

(h) After this move White's game is hopeless. K to Kt sq would lead with best play to a draw.

(i) If 37 R to K 7, White would escape by changing Queens.

GAME 189.

Played 1st April 1876.

Petroff's Defence.

White. Mr. Brenzinger.	Black. Mr. Mason.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 P to Q 4 (a)	3 Kt takes P
4 Kt takes P	4 P to Q 4
5 B to Q 3	5 B to Q 3
6 B to K 3	6 Castles
7 Castles	7 P to K B 3
8 P to K B 3	8 P takes Kt
9 P takes Kt	9 R takes R ch
10 Q takes R	10 K P takes P
11 B takes P	11 Kt to B 3
12 B to B 2	12 B to K 3
13 Kt to B 3 (b)	13 P to Q 5
14 Kt to K 2	14 Q to Kt 4
15 Q to K sq (c)	15 R to K B sq
16 R to Q sq (d)	16 B to K Kt 5
17 K to R sq	17 Q to K R 4
18 B to Kt 3	18 Kt to K 4
19 R to Q 2 (e)	19 Kt takes B
20 P takes Kt	20 B takes Kt
Resigns.	

(a) 3 Kt takes P or Kt to Q B 3 are the best continuations.

(b) 13 P takes P, followed up by Kt to B 3, was preferable.

(c) If 15 Kt takes P, then 15 Q to K 4 16 Kt to B 3, 16 Q takes P, etc.

(d) White dare not take the Pawn, *e.g.*: 16 Kt takes P, 16 R takes B, 17 Q takes R, 17 Kt takes Kt; or 16 B takes P, 16 Kt takes B, 17 Kt takes Kt, 17 Q to K 4, 18 Kt to B 3, 18 R takes Kt.

(e) This move loses a piece, but White has no continuation which would save his game. If 19 B takes Kt, then 19 B takes B, 20 P to K Kt 3, 20 R to B 6, 21 R to Q 2, 21 R to K 6, 22 K to Kt sq, 22 B takes P, 23 P takes B, 23 B to B 6.

GAME 190.

The following are the deciding games in the correspondence tourney organized by the Rev. Mr. Archdall, of Gateshead-on-Tyne. The notes appended are by Mr. Archdall.

Mr. W. Nash, St. Neot's. White.	Mr. E. Peart, Gateshead. Black.
1 P K 4	1 P K 4
2 Kt K B 3	2 Kt Q B 3
3 B Kt 5	3 P Q R 3
4 B R 4	4 Kt B 3
5 Castles	5 B K 2
6 R K sq (a)	6 P Q Kt 4
7 B Kt 3	7 P Q 3
8 P Q 4	8 Kt takes P
9 Kt takes Kt	9 P takes Kt
10 B Q 5 (b)	10 Kt takes B
11 P takes Kt	11 Castles
12 Q takes P	12 B Kt 2
13 Kt Q 2	13 B B 3
14 Q Q 3	14 B K 4 (c)
15 Kt K 4 (d)	15 P R 3 (e)
16 P K B 4	16 B K B 3
17 P Q B 3 (f)	17 B R 5
18 P K Kt 3	18 P K B 4
19 Kt Q 2 (g)	19 B K B 3 (h)
20 Kt K B sq	20 Q Q 2
21 Kt K 3	21 Q R K sq
22 B Q 2	22 B Q sq
23 P K R 3	23 P Q B 3
24 K R 2	24 B Kt 3
25 P takes P (i)	25 Q takes P
26 R K 2	26 R R 5
27 Kt B 2 (k)	27 R takes R (ch)
28 Q takes R	28 R K sq

And White resigned (l)

(a) Not nearly so strong a move at this point, as the usual one of P Q 4.

(b) White cannot now take the P with Q on account of 10 P Q B 4 followed by P B 5.

(c) A weak move, which loses Black, valuable time subsequently.

(d) White at once takes advantage of Black's last move.

(e) Necessary on account of 16 Kt to Kt 5 if Black play at once P K B 4.

(f) Has White nothing better on than this?

(g) Kt to B 2 was the proper move here.

(h) Black at once takes advantage of White's weak play, and from this point plays in first class style.

(i) Suicide is the right word here.

(k) Kt to Kt 2 loses a piece equally, thus $27\frac{\text{Kt Kt 2}}{\text{R} \times \text{R}}$ $28\frac{\text{Q} \times \text{R}}{\text{R K sq}}$ $29\frac{\text{Q B sq}}{\text{Q} \times \text{Kt ch.}}$ $30\frac{\text{Q} \times \text{Q}}{\text{B} \times \text{Q}}$ $31\frac{\text{K} \times \text{B}}{\text{R K7 ch.}}$ &c.

(l) If 29 Q B sq Black mates in four moves in two ways, commencing either Q R 8 (ch) or B Kt 8 (ch). The whole of this game, with the exception perhaps of move 14 has been ably conducted by Mr. Peart, and he is to be congratulated on the well deserved honour of winning the first prize in a tourney of 16 strong players.

GAME 191.

White. E. Peart.	Black. Mr. Nash.
1 P K 4	1 P K 4
2 Kt K B 3	2 P Q 3
3 P Q 4	3 P takes P
4 Q takes P	4 B Q 2
5 B K 3	5 P Q B 4
6 Q Q 2	6 B Q B 3
7 Kt B 3	7 Kt Q 2
8 B Q 3	8 K Kt B 3
9 Castles K R.	9 B K 2
10 Q R Q sq	10 Kt K B sq (a)
11 P K 5	11 Kt K Kt 5 (b)
12 P takes P	12 Q takes P
13 Q B B 4	13 Q Q 2
14 P K R 3	14 Castles (c)
15 P takes Kt	15 Q takes P
61 Kt K sq (d)	16 Kt K 3
17 B Kt 3	17 B B 3
18 Q K 2	18 Q Q Kt 5
19 B K B 5	19 Q takes P
20 B takes Kt (ch)	Resigned

(a) Why? had there been time, it was hardly worth the manœuvre in order to post it at K 3.

(b) Black's game is more than difficult, and it is hard to say what ought to be done

(c) Better have played P on the B remaining, with a broken position, than this. He must lose.

(d) B Kt 3 is much better.

SOLUTIONS OF PROBLEMS.

No. 809.

White.	Black.
1 Kt takes Q B P	1 B to Q B 6 best
2 R to Kt 2	2 B takes R, Kt moves, K takes Kt or K to K 4
3 Q takes B ch	3 Aught
4 Mates	

No 810.

1 P 1 Q 7	1 B takes P best
2 B to K 8	2 R takes K P
3 Q to Q 4 ch	3 Aught
4 Q or B mates	

No. 811.

1 R to Q 8 ch	1 Kt takes R
2 Kt from Q B 4 to Q 6	2 B takes P
3 Kt to R 8	3 Aught
4 Kt mates	

No. 812.

WHITE	BLACK
1 Q to K 7	1 R to Kt 3
2 Q to Q B 7	2 R from R 6 to Kt 6
3 Q to K R 7	3 Aught
4 Mates	

No. 813.

1 Kt to K B 4	1 P takes Kt
2 Q to K B 6	2 Any move
3 Mates	

No. 814.

1 R to K Kt 4	1 B takes P ch
2 K to R 2	2 P to Kt 3
3 Mates	

No. 815.

1 Q to Kt 7	1 K takes Kt on B 5
2 Q to Kt 4 ch	2 K to Q 5
3 P to B 5 mate	

No. 816.

WHITE	BLACK
1 Kt to K 3	1 Kt to Q B 2
2 Kt to Q B 3	2 Kt takes P
3 Kt from K 3 to Q 5 ch	3 K moves
4 P takes Kt mate	

No. 817.

1 Q to K sq ch	1 K to Q 5
2 R to K 6	2 B takes R
3 Q to K B 2 ch	3 Aught
4 Mates	

No. 818.

1 B to Q 3	1 K moves
2 B to Q B 2	2 K moves
3 B to K 4	3 K moves
4 B to B 6 ch	4 K moves
5 P mates	

No. 819.

WHITE	BLACK
1 B to R 4	1 Kt takes B
2 R to Q 6 ch	2 Kt takes R
3 R to K 7 ch	3 K to Q 4
4 Kt takes R ch	4 K moves
5 B mates	

No. 820.

1 B to B 5	1 P to B 3
2 R to B sq	2 P takes B
3 B takes P	3 P to Q 5
4 B to B 2	4 K takes Kt
5 Mates	

No. 821.

1 B to Kt 4 ch	1 K to B 3 best
2 Kt to K 8 ch	2 R takes Kt
3 Q to B 2 and mates in two more moves.	

No 122.—DOUBLE DUMMY PROBLEM.

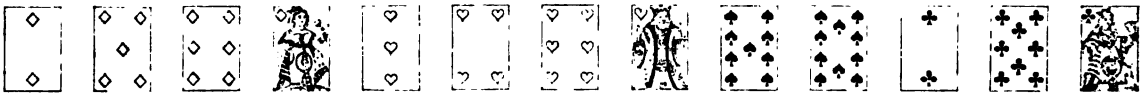
By Mr. F. H. Lewis.

A's Hand.

X's Hand.

B's Hand.

Z's Hand.



Hearts trumps. A to lead. What is the result?

For the best solution of this problem the Editor offers any volume of the W. P.

ASSIMILATED DOUBLE DUMMY.

To the Editor of the "Westminster Papers.

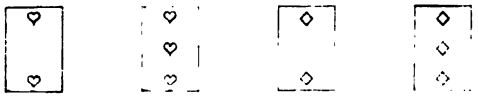
Dear Sir,—In a late number I noticed an article entitled, "Solving Double Dummy Problems, in which, among many other useful observations, very pertinently stated, occurs the following :—

"As the game of Whist proceeds, the position of the cards is known, and the game becomes assimilated to Double Dummy."

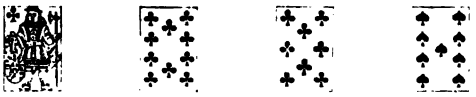
Pray why, then, not furnish us, as the best lessons for Whist Players, *assimilated* Double Dummy Problems? Many reasons—seemingly good—will readily occur to any one which go to show that the solving of an ordinary Double Dummy Problem assimilates more to Chess than to Whist playing.

A combination of cards, in four hands, which may be very simple indeed as an open Double Dummy Problem, may, in actual Whist playing, or in an assimilated Double Dummy Problem, call for the exercise of a high kind and degree of reasoning faculty. For an illustration, though a very poor one, take this :

A's Hand.

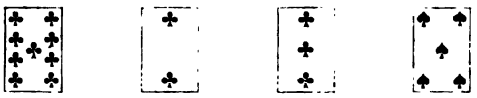


B's Hand.



X's Hand.

Z's Hand.



A has led Diamond; Clubs are trumps, and [granted] it has been disclosed to the board by the playing of the first (1st) 9 tricks of the game, that if Z has a Spade it is less than the 9, and that neither X nor A has a trump.

Required, each player's best play on tricks 10, 11 and 12, and his reasons therefor.

[Something like the] Solution.

Trick 10.—A having led Diamond, X plays 10; B Club 10, Z small Club.
" 11.—B leads Club Knave, Z plays small Club, A Diamond, X Diamond.
" 12.—B leads Club 8, Z plays Club 9, A Heart, X Diamond.
" 13.—Z leads Spades 5, A plays Heart, X Spade 10, B Spade 9.

[Something like the] REASONS.

Trick 10.—X thinks its best to mystify B as to location of the Diamond Ace; he can do so and not deceive his partner.

Trick 10.—B intends now to lead on next trick his Spade, thinking one of Z's three Trumps will fall on it, and Z be forced to lead up to him.

Trick 10.—Z spotting B's hand on trumps, sees he, or his side, can lose nothing, and may gain a trick by attempting the *coup*, thinks his partner's chances to have the best Spade are equal to both A's and B's, for if A had any best (plain) suit he would, at this stage of the game, have led it.

Not *equal*—3 times greater than he knows. X. has three cards in plain suits to B's one.

Trick 11.—B, of course, now knows that Z is trying the *coup*—agrees with him that A has no best suit card, and therefore, thinks chances strong in favour of X's having all the best suit cards; and, if so, may he (X) not discard the wrong one, and mine (B's) hit and overtop Z's; that there is no other chance of destroying this to defeat Z's attempt at the *coup*, and takes the above chance by leading Knave Clubs.

Trick 11.—A, if he has been a good observer, is now, perhaps at first, rather mystified by the careful manner of Z's playing on 10th round, and his partner's on last lead, and their continuing interest in the game; anyhow, recollecting the crisis of the game arose with (6) six trumps between them, he may, especially if he has played Double Dummy enough to make the *coup*, then often so simple, familiar to his mind, realize the situation, and think thus: I cannot give X any information how to discard by playing a Diamond—he knows I have it.

Trick 11.—X requires little consideration to throw off his Diamond; he deserves some credit, however, for *not* thinking at the end of the 10th round that his partner was all trumps and playing hap-hazard—by chance ($\frac{1}{3}$) his Spade—he has (like A on Trick 11, perhaps) comprehended the situation.

Trick 12.—B leads Clubs 8 for same reason that he led the Knave.

Trick 12—X, comprehending the situation, says if my partner has a Heart it is a thirteenth card, after discard of my Queen, and with lead good, so he discards his Heart, and keeps his Spade, making the *coup* successful.

Pernambuco, June 1876. J. W S.

[It is almost impossible to suppose that at the ninth trick, with Heart A, Kg gone, and Diamond Kg, Q gone, that the position of the D A and H Q will not be known. It seems, also, highly improbable that spades 10 can have been played, including the 4 honours, without indicating the position of the best. As an ending we think the play good. The undertrumping by Z is good, but we think B should have led the Spade, for if the S 10 was with Z, B must then make the other two trumps. All this ought to show that the position of S 10 was known. When we said that an end game ought to partake of the character of Double Dummy it was upon the assumption that an intelligent Whist player would, in the course of the game, acquire a knowledge of the position of the cards, enabling him to act accordingly.—ED. WESTMINSTER PAPERS.]

LONDON WHIST.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I paid my annual visit to London last month, and I indulged in the Club rubber. A good player looked over my hand, and on my asking his opinion of my play, he said "you will never be successful as a Whist player if you do not learn the leads. You are always leading middle cards; you see no difference between the play of a two or a three, or a seven or five," and he concluded by suggesting that if I did not wish to lose money I had better give up until I had had more practice. I have no doubt that the advice given was sincere, but it is something astounding to me, after playing Whist all my life, that I do not know the leads, and that I should require more practice, nor do I see how any one could tell in one game that I played differently to other people. I looked on and found some players very exact about two's and three's, but as the cards are of equal value I see nothing in that. On the other hand, there were several players who played exactly as I do. It seems to me very absurd that I am to follow rules as to leads. If I have King 9, 5, 2, one of the instances pointed out by my friend, I lead the 9. Why should I not? I can't lead the King; why should I lead the 2 rather than the 5 or 9. If you lay down a hard and fast rule like that as to leading a top or bottom card you take away all the pleasure and uncertainty of the game, and the player is reduced to a mere machine. I for one decline to do away with variety, which is to me the charm of Whist.

Yours truly, AN OLD HAND.

[Because "An Old Hand" has played Whist all his life it does not follow that he plays well, otherwise for a match, we should simply have to find out a couple of ladies about 95 who had played Whist all their lives, and who must

therefore, know more than the chicks who perhaps have not played more than 10 or 20 years. As a matter of fact two old players would generally be beaten by two young players, and if the game is played strictly, so that the old players do not take liberties (which, by the bye, old players are generally too fond of doing), we should certainly back youth against age. It would be impossible, with the space at our disposal, to decide all the questions suggested by "An Old Hand." If he will read any book, Hoyle or Mathews will do: or, if he is not prejudiced against modern books, Clay or Cavendish, he will find there discussed the principles of the game. Knowing the principles, he will find out why 2 and 3 are not of equal value, and why, in the case stated, the 2 is better than the 5 or 9 to lead. The lead of a given card is chosen by custom or by authority, because the card chosen is sound in principle, or because the play of any named card in a given combination is more likely, in the judgment of such authority and on the doctrine of chances, to obtain more tricks than by the play of any other cards. Given—a principle; and, in the absence of a special reason to the contrary, we follow the principle. If "An Old Hand" were an authority on any given subject, and one of his guests talked on the subject with only a smattering of knowledge, would not "Old Hand" detect the impostor at once; so any club player looking on would detect in a hand whether the player was an ordinary player or not. We were looking on, a day or two since, and an old friend was playing with the best player in the club. He does not see much difference between a 6 and a 7. At any rate, on this occasion, he played the 7 second hand, and afterwards the 6. When his partner got in he led a trump. There was an awful collapse, and good player said, "How could you signal with such a hand?" Old friend replied, "Yes, that's just it. I hate playing with you. A fellow can't drop a 6 or 7 by accident, but you always must think it a Blue Peter." Ed. W. P.]

WHIST MAXIMS.

On Leads.—The best lead is a singleton. If you have no single card choose a two suit. Lead the lowest. No one suspects what you have done until after the second round.

If you have the Ace of Trumps alone lead it out, or your partner may lead the King, and King and Ace fall to the same trick.

If you have Ace, King, Queen of Trumps lead the Ace and stop. No one knows who has King, Queen.

If you have the lead three times, lead three different suits. You make your partner third player in every suit, and he has the advantage of the finesse.

A thirteenth card should always be led in the middle or end of the game

Equally good is a card of which neither adversary has one. You must force the one and the other fellow must throw away something good. You kill two birds with one stone.

It is folly to force an adversary with a winning card. Why let him make small trumps? Keep your winning card, it must come in some time.

Lead up to the strong hand; 4th player will win, and then your partner is 4th player, and the play is even.

If you turn up the Queen and have the King, and your partner leads Trumps, put on the Queen. Your partner will play on the assumption that the King is against him, and it will be a pleasant surprise for him at last.

If your partner leads trumps, and you get a chance, force him.

If you have six trumps, and you see that you can force your partner, lead trumps. What is the good of his little trumps? Cavendish says you are to lead Trumps with six. Therefore you play according to authority.

Original lead of King.—If you have Ace don't play it, or you clear your adversary's suit too early in the game.

Lose a trick rather than leave your adversaries at 3. Otherwise your opponent will get out by honours next time.

Play by instinct, and never believe in figures. They are always fallacious.

It is your duty to form a plan of your campaign Having made up your mind as to the right line of play, never swerve from it. Stick to your text. Perseverance must have its reward.

As to the use of Trumps.

If your adversary leads the second best of a suit of which you have the best and others, and the third player has none of the suit, do not put on the best. If you do it must be lost, but, by holding up, it may come in at the end, and third player will never suspect you of holding up the best. Any way, you place him in a difficulty.

The same principle applies when first hand leads a winning card, and you (second) and the third player have none. Never trump in this position, for you will be over trumped.

Never trump a doubtful card. But if you are sure your partner has the best, trump it. You will thus make a trump, and your partner will retain the best of the suit for another round.

It is a good plan, when you have the 13th trump, to pass winning cards. The reason of this is not apparent, but in practice I know several players who do so, and in the multitude of councillors there is wisdom.

General calculations.—A trick made by your own hand is of more value than two made by your partner. The ascertained value of a trick in trumps is from two and one-third to three to one in a plain suit.

Time is of no object. If you have good cards they must make sometime. Keep them as long as possible.

A game hand is better than a game leg.

C. M.

ECARTÉ.

Calculations for Dealer.

Dealer Hand VII.—Two trumps. Nine and ten of a suit. Ten of another suit.

Case calculated
Spades trumps

Possible hands for Leader		No proposal	D wins	L wins
No proposal*	See last case	9,776		
2 T 2 winning A 1 B C	$\frac{5'4}{2} \times 13$			130
2 T 1 winning A 1 low A 1 B C	$\frac{5'4}{2} \times 2 \times 2 \times 13$			520
2 T 2 low A 1 winning B	$\frac{5'4}{2} \times 3$			30
2 T 2 low A 1 low B or C	$\frac{5'4}{2} \times 10$		100	
2 T 1 winning A 2 B	$\frac{5'4}{2} \times 3 \times \frac{5'4}{2}$			300
2 T 1 winning A 1 B 1 C	$\frac{5'4}{2} \times 3 \times 6 \times 7$			1,260
2 T 1 winning A 2 C	$\frac{5'4}{2} \times 3 \times \frac{6'5}{2}$			450
2 T 1 low A 2 winning B	$\frac{5'4}{2} \times 2$			20
2 T 1 low A 1 winning B 1 low B	$\frac{5'4}{2} \times 2 \times 2 \times 3$			120
2 T 1 low A 1 winning B 1 C	$\frac{5'4}{2} \times 2 \times 3 \times 7$			420
2 T 1 low A 2 low B	$\frac{5'4}{2} \times 2 \times \frac{3'2}{2}$		60	
2 T 1 low A 1 low B 1 C	$\frac{5'4}{2} \times 2 \times 3 \times 7$		420	
2 T 1 low A 2 C	$\frac{5'4}{2} \times 2 \times \frac{6'5}{2}$		300	
2 T 2 winning B 1 C	$\frac{5'4}{2} \times 7$			70
2 T 1 winning B 1 low B 1 C	$\frac{5'4}{2} \times 2 \times 3 \times 7$			420
2 T 2 low B 1 C	$\frac{5'4}{2} \times \frac{3'2}{2} \times 7$		210	
2 T 1 winning B 2 C	$\frac{5'4}{2} \times 3 \times \frac{6'5}{2}$			450
2 T 1 low B 2 C	$\frac{5'4}{2} \times 3 \times \frac{6'5}{2}$		450	
1 T 4 winning A	5×1			5
1 T 3 winning A 1 low A B C	$5 \times \frac{4'3'2}{2'3} \times 17$			340
1 T 2 winning A 2 low A B C	$5 \times \frac{4'3}{2} \times \frac{17'16}{2}$			4,080
1 T 1 winning A 3 winning B	$5 \times 4 \times \frac{4'3'2}{2'3}$			80
1 T 1 winning A 2 winning B 1 low A B C	$5 \times 4 \times \frac{4'3}{2} \times 13$			1,560
1 T 1 winning A 1 winning B 2 low A B C	$5 \times 4 \times 4 \times \frac{13'12}{2}$			6,240
1 T 1 winning A 3 low A B C	$5 \times 4 \times \frac{13'12'11}{2'3}$		5,720	
1 T 4 low A B C	$5 \times \frac{17'16'1'5'14}{2'3'4}$		11,900	
4 winning A 1 winning B	$\frac{4'3'2'1}{2'3'4} \times 4$			4
4 winning A 1 low A B C	$\frac{4'3'2'1}{2'3'4} \times 13$		13	
3 winning A 2 winning B	$\frac{4'3'2}{2'3} \times \frac{4'3}{2}$			24
3 winning A 1 winning B 1 low A B C	$\frac{4'3'2}{2'3} \times 4 \times 13$			208
3 winning A 2 low A B C	$\frac{4'3'2}{2'3} \times \frac{13'12}{2}$		312	
2 winning A 3 winning B	$\frac{4'3}{2} \times \frac{4'3'2}{2'3}$			24
2 winning A 2 winning B 1 low A B C	$\frac{4'3}{2} \times \frac{4'3}{2} \times 13$			468
2 winning A 1 winning B 2 low A B C	$\frac{4'3}{2} \times 4 \times \frac{13'12}{2}$			1872
2 winning A 3 low A B C	$\frac{4'3}{2} \times \frac{13'12'11}{2'3}$		1,716	
1 winning A 4 low A B C	$4 \times \frac{17'16'15'14}{2.3.4}$		9,520	
5 low A B C	$\frac{17'16'15'14'13}{2.3'4'5}$		6,188	
		9,776	36,909	19,095

* It is unnecessary to repeat the calculations for the hands where there is no proposal from the Leader, as they are identical with those in the last example to which the reader is referred.

This hand should be played although the odds are not quite two to one for the reasons given before.

Dealer Hand VIII.—Two trumps. Ace and ten of one suit, and any other card.

Case calculated
Diamonds trumps

Possible hands for Leader		No proposal	D wins	L wins
No proposal (see note last case)	See D. VI.	9,776		
2 T 2 B 1 A C	$5^{4}_{2} \times 5^{4}_{2} \times 12$			1,200
2 T 1 B 1 A	$5^{4}_{2} \times 6 \times 1^{3}_{2}$			360
2 T 1 B 1 A 1 C	$5^{4}_{2} \times 6 \times 5 \times 7$			2,100
2 T 1 B 2 C	$5^{4}_{2} \times 6 \times 6^{5}_{2}$			900
2 T 1 winning A 1 low A 1 C	$5^{4}_{2} \times 3 \times 7$			210
2 T 1 winning A 2 C	$5^{4}_{2} \times 2 \times 6^{5}_{2}$			300
1 T 2 low A 1 C	$5^{4}_{2} \times 3^{2}_{2} \times 7$		210	
1 T 1 low A 2 C	$5^{4}_{2} \times 3 \times 6^{5}_{2}$		450	
1 T 3 winning A 1 low A B C	$5 \times 1 \times 18$			90
1 T 2 winning A 2 low A B C	$5 \times 3^{2}_{2} \times 18^{17}_{2}$			2,295
1 T 1 winning A 3 B	$5 \times 3 \times 7^{6}_{2}{}^{5}_{3}$			525
1 T 1 winning A 2 B 1 low A C	$5 \times 3 \times 7^{6}_{2} \times 11$			3,465
1 T 1 winning A 1 B 2 low A C	$5 \times 3 \times 7^{11}_{2}{}^{10}$			5,775
2 T 1 winning A 3 low A C	$5 \times 3 \times 11^{10}_{2}{}^{9}_{3}$		2,475	
2 T 4 low A B C	$5 \times 18^{17}_{2}{}^{16}_{3}{}^{15}_{4}$		15,300	
3 winning A 2 B	7^{6}_{2}			21
3 winning A 1 B 1 low A C	7×11			77
3 winning A 2 low A C	11^{10}_{2}		55	
2 winning A 3 B	$3^{2}_{2} \times 7^{6}_{2}{}^{5}_{3}$			105
2 winning A 2 B 1 low A C	$3^{2}_{2} \times 7^{6}_{2} \times 11$			693
2 winning A 1 B 2 low A C	$3^{2}_{2} \times 7 \times 11^{10}_{2}$			1,155
2 winning A 3 low A C	$3^{2}_{2} \times 11^{10}_{2}{}^{9}_{3}$		495	
1 winning A 4 low A B C	$3 \times 18^{17}_{2}{}^{16}_{3}{}^{15}_{4}$		9,180	
5 low A B C	$18^{17}_{2}{}^{16}_{3}{}^{15}_{4}{}^{14}_{5}$		8,568	
		9,776	36,733	19,271

PIQUET MORALS.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I am a mouse of mature age. I was three years old last Sunday. I am observant. I have lived in two houses occupied by Clubs. Living in card rooms is good and safe. The crumbs on the floor provide for our wants. There are no cats, and the brooms and perpetual washing, so inconvenient in other houses, seldom trouble us. The fire water you leave in your glasses is not, however, I think good for young mice. From my home I sit and watch, and occasionally I scamper round the room for amusement and exercise. Unlike the rest of mankind, card players do not hate our race. The only inconvenience I suffer is from the noise, which reverberates with frightful force in my cell, and I suffer headaches from this cause. I watch the play at Piquet, and I regret to see the want of politeness the players exhibit towards one another. The want of education in the matter of arithmetic would disgrace a mouse one month old. How 23 and five played can make 29, and a losing card lead counts 60, I cannot comprehend. But I did not intend to write on my affairs, but rather on a question of morality which I desire to have explained, and as the players allege that you are not only a lawyer but an authority on card morals I thought it best to lay the case before you. A player ought to have thrown out 3 cards. He only threw out 2, and took in 3. He had therefore a card too many. When he got the lead he saw what he had done. He played out his winning cards very quickly, and on one occasion played 2 cards at once instead of one. His adversary did not discover the mistake. I admire dexterity, and as a feat done by a professor, it was well done, but is this the sort of thing allowed by your code of honour?

Your looker on, MOUSEY.

[We are inclined to agree with Mousey that the education of the Piquet Players, so far as Arithmetic is concerned has been sadly neglected. The odd thing about the system is that in adding two figures they so often come to more than less than the ordinary system followed by Cocker. This is an enigma we are unable to solve. As to the other point dexterity is not a matter to be admired at cards. We should not play with a conjuror. It is not necessary by the laws of Whist to announce that you have revoked, but it is considered dishonest to revoke on

purpose, or to make a second revoke to cover one already made. So at Piquet it is not required by the laws that you should declare that you have played with a card too many, but if any one, by dexterity or otherwise, did not give his opponent a fair chance of discovering the error, he would do that which all players would reprobate.—Ed. W. P.]

ALL FOURS PROBLEM.

To the Editor of the WESTMINSTER PAPERS.

MY wording of the All Fours Problem seems to have misled your correspondents. I should have asked simply, 'Can the leading hand win?' and not continued, 'and how?' since the additional question has, it appears, been understood to imply that it *must* win. *All* the solutions sent in do make it win; but, as far as the solutions at present received are concerned, the jack hand can in every instance make the game a draw.

Langham Hotel. MISSISSIPPI (*the sender.*)

No correct solution. From some letters we have received we think the author's problem is misunderstood. We therefore change the proposition and ask which is the best play for both sides.

THE DETROIT FUNNY MAN ON CROQUET.

"THERE is some science, a little mystery, and a good deal of uncertainty, about the game of Croquet. The other day, when a Detroit clergyman made an evening call on one of his congregation, and was invited to play a game, he was only too glad, remarking that such social games served sometimes to place pastor and parishioner on a more friendly footing. Before the first game was out, a young lady hit him in the back with her mallet; he fell over an arch, and two of the players decided never to darken his church again on account of his cheating. In the midst of Croquet you can't tell where you are."

POKER.

"WHAT's usee play Poker?" remarked an almond-eyed denizen of Nevada; "me hold four Kings and an Ace, Melican man hold four Aces and a King; whole week's washee gone like woodbine."

Obituary.

MORTIMER COLLINS.

It is with sincere regret that we announce the death of this gentleman, at the age of 50, an event which took place at Richmond on the 25th ult. The deceased was not only a novelist and essayist of strength, but to our readers his name is familiar as an occasional contributor to these pages.

BADMINTON AND LAWN TENNIS. BY CAVENDISH.*

Players at these games require authoritative laws, Cavendish supplies this want by giving the Marylebone laws of the first named game. These appear clearer and better than laws settled by a committee generally are. Beginners desire instructions how to play out a ground—Cavendish gives everything that it is necessary to know on this point. Cavendish adds some practical points which the more advanced players may profit by. The book appears somewhat late in the season, but it is in time for the country autumn campaign, and when visitors are expected it will be well to have the book on the ground to settle disputes, *i.e.*, if disputes can ever arise during a holiday excursion, when every one ought to be in a good humonr. The book is got up in Messrs. De la Rue's best style.

POCKET GUIDE TO GO BANG.

"A Pocket Guide to Go Bang"† will strike the reader as a seasonable itinerary to be commended to objectionable acquaintances. "Go Bang" sounds as if it ought to be a locality in the neighbourhood of Coventry, but it is not; it is the name of a game imported into England from Japan, and the guide who takes us through its technicalities is Cavendish. When we tell the reader that it is usually played on a board of 324 squares, between two persons playing alternately, and each possessing a bag full of counters to play with, and that after all it is in its principle only an extension of our old friend "Oughts and Crosses," some idea of its value as an intellectual recreation may be formed. It may find favour in damp country houses, with elderly ladies who scruple to play Pope Joan with the curate, and are weary of the charms of Solitaire.

* London: Thomas de la Rue & Co.

† *A Pocket Guide to Go Bang*, by Cavendish. London: Thomas De La Rue and Co.

ANSWERS TO CORRESPONDENTS.

WHIST.

R. W. (the Echo).—With regard to the echo of a call I shall feel obliged if you will give your opinion as to whether it is justifiable or advisable "to echo" with a court card. I lately missed winning a game by my partner playing fourth in hand a knave of a plain suit, having the ten in his hand, and he justified his play by saying he was merely echoing my call, having four trumps and an honour in his hand?—*Ans.* Personally we never echo. If a player is infected with a disease of this description the fever must run its course, and there is no use telling him that a weapon which may be of use in one hand is very dangerous in another. Once in a hundred times the echo may be of value, and at least three times in a hundred a player will try to force his partner if he echoes in this manner. The object of signalling and echoing is to get out trumps as quickly as possible, at least that is our object when we lead trumps. If signalling and echoing are simply to be used as fireworks, we do not see why firing of a court card is not as pretty or prettier than anything else; but then we may as well give up our old-fashioned notions about getting out trumps and return, as we think we are returning, to the days when a trump lead is never to be returned. If you play on new principles, and you prefer leaning on crutches to using your legs, you must occasionally suffer inconvenience, and this is one of those cases. If, however, you will use crutches without a valid cause you must suffer the consequences of your acts. There are inconveniences in all systems, and this is one that echoing must bear.

S. W. S. (Pernambuco).—Letters received and forwarded to the right quarters. Thanks for the suggestion.

CAP.—Whist. The odds, at 1 to love with the deal, are 13 to 8 on the game, and 5 to 4 on the rubber, according to Mr. Clay.

W. D. W. X. (Peterhead) AND OUR EXCHANGES.—Please look at your address book. All papers should be sent to the Editor, Civil Service Printing and Publishing Company Limited, 8 Salisbury Court, Fleet Street, and not elsewhere, and not to any person known, or supposed to be connected with the Papers.

SIDNEY MAIL.—A No. of yours for January turned up 22nd June.

CHESS.

W. C.—Have you not overlooked the defence of R to Q 5 or P to B 8, queening on Black is second move?

J. E. V.—If in Problem No. 39 Black plays on his first move B to K 5, is there a mate in two more moves? We think not.

PROBLEMS RECEIVED, with thanks, from W. Coates, C. M. B. (Dundee), R. Branne, G. J. Slater, J. Stonehouse, and S. Wash.

H. J. C. A.—Your cook of Herr Berger's problem was undoubtedly right? but we fear the copy has been destroyed. Will you kindly send it to us that we may forward it to Herr Berger. We are very sorry you have not time to continue the reviews at present.

J. P.T. (Dalston).—Kindly address the editor, who alone has the direction of what shall appear and what shall not appear. We agree with your opinion as to the necessity of a percentage of easy problems, but we could not help it last month. The correction is all right.

R. BRAUNE.—Thanks for the problems, which are all good, and very acceptable. Had not most of the others already appeared in English publications?

S. J. STEVENS. We apologise for the omission. We meant to advise you upon the subject.

D. M. (Jewish Chess Club).—If you will send us a couple of the best games they shall be examined, and, if found interesting, published. Thanks for the compliment.

C. M. F. (Sydney).—Acknowledged by mail.

W. T. P. (Boulogne).—We must give the two problems some further examination. Review next month.

J. A. M. (Fakenham).—We will endeavour to procure you a copy of Kohtz and Kochelhorn's problems, but it is not obtainable in this country.

E. N. F. (St. John's Wood).—We will examine the position, but we believe the pawn was supposed to be wanted to prevent a second solution.

J. M. (Tokei, Japan).—Accept our best thanks for your very interesting letter. We shall look forward with pleasure for further contributions on the same subject.

PIQUET.

S. S.—Elder hand calls 6 cards. Good. He has discarded 4 cards and taken in 5. I have 2 quints and I claim to score 90 because my adversary can count nothing.—*Ans.* Although the elder hand can score nothing, whatever he has in his hand prevents you scoring, and because his 6 cards were good, you cannot score 90 although he cannot score 6. The rule is a bad one because it may lead to fraud. The only chance that elder hand may have of saving the game may consist in keeping the extra card, and it may be that he can only lose a trifle by keeping it.

M. X.—A calls three tens and plays. I have a ten in my own hand and one in my discard. I claim that A can count nothing. He says that this is sharp practice, and we have a row.—*Ans.* By the laws of English Piquet A can score nothing, and so long as the law so remains A has no right to say his opponent is doing anything sharp. As in the preceding question we think the law is a bad law, and that the Vienna rule should prevail, viz.:—that if a player calls what he might have in his hand, and he has it not, then he should be punished; but that he should not suffer if his opponent has the card claimed in his hand, and we think it would be well if before sitting down players agree to this law. As it at present stands the most pleasant players suffer alone, for they would say, as we have often heard it said, "Friend, show me your 3 tens" or, "then friend, there must be 5 tens in this pack," whereas the players who stand on their strict rights say nothing, and get the advantage of such a slip, and we would not do so.

L. and J.—If you throw out five cards and take in four, you can score nothing. The rule is the same as the Rubicon game.

F. & Co.—I call 3 Kings which I have not got, but before I play I rectify my error and call 3 Knaves. Adversary claims that I can score nothing.—*Ans.* The player is in time to correct the error; the penalty cannot be enforced, provided the error is rectified before he plays a card.

N.—If you take in your five cards before you discard you can count nothing. If, as younger hand, you take in five cards, you lose the game, because you have taken your adversary's cards.

NOTICE.—In Future these Papers will be Printed by the Civil Service Printing and Publishing Company Limited, and all Letters and Exchanges should be addressed to the Editor, 8 Salisbury Court, Fleet Street, London, E.C., and not to any person known or supposed to be connected with the Paper. Our Friends will much oblige by noting this address.

The Westminster Papers.

1st SEPTEMBER 1876.

THE CHESS WORLD.

"The whisperings of our petty burgh."

The event of the past month was the annual gathering of provincial amateurs at Cheltenham under the auspices of the Counties' Chess Association. Play was commenced on Tuesday the 1st ultimo, and was continued during the week, the only departure from the arrangements published in our June number being the addition of a handicap tourney to the programme. The chief interest of the meeting centred in the contest for the provincial championship, in which thirteen of our best country amateurs took part, including all the old and several new claimants for the honour, and this prize was eventually carried off for the third time by Mr. Burn, of Liverpool. The play of the victor, who lost but one game (to Mr. Fisher) throughout the tourney, displayed great improvement in the qualities necessary to success in matches, and moreover assures us that he need not be content with the title of provincial champion if he has any ambition to give a wider scope to his title. For the second place in this tourney Messrs. Minchin, Owen, and Waite tied, each with a score of nine, and Mr. Coker was a good third with a score of seven and a half.

In the Second Class Tourney there were sixteen entries; and the week's play resulted in Messrs. Coates and Neville tieing for the first prize; Mr. de Soyres was second and Mr. Lambert third. Next in succession upon the score list, and a head and shoulders above the remaining competitors, appears the name of Miss Rudge, a young lady who has more than once before taken honours among the amateur Chessplayers of England.

The minor prizes in the first-class tourney have been divided between Messrs. Minchin, Owen, and Wayte, and in the second-class tourney Messrs. Coates and Neville divided the first and second prizes, the third and fourth falling to Messrs. de Soyres and Lambert respectively. The handicap, for which there were very few entries, resulted in Mr. Brown taking the first prize, and Mr. Skipworth the second. The meeting, which was a successful one in the best sense of the term, was brought to a conclusion on the 5th ultimo, when the members separated, after resolving to meet again in the summer of 1877.

The following is the full score in both tourneys:—

CHAMPION'S PRIZE.

	Ranken.	Wayte.	Fisher.	Thorold.	Coker.	Martin.	Burn.	Skipworth.	Minchin.	Owen.	Hodges.	Spens.	Fraser.	Total score.
Ranken	—	0	0	0	0	0	0	0	0	0	1	1	1	3
Wayte	1	—	1	1	1	1	0	1	0	1	1	1	0	9
Fisher	1	0	—	1	0	1	1	0	0	0	0	1	1	6
Thorold	0	0	0	—	0	1	0	0	0	0	0	1	1	3
Coker	1	0	1	1	—	1	0	1	½	1	0	1	0	7½
Martin	1	0	0	0	0	—	0	0	0	0	0	1	½	2½
Burn	1	1	0	1	1	1	—	1	1	1	1	1	1	11
Skipworth	1	0	1	1	0	1	0	—	½	0	1	0	0	5½
Minchin	1	1	1	1	½	1	0	½	—	0	1	1	1	9
Owen	1	0	1	1	0	1	0	1	1	—	1	1	1	9
Hodges	0	0	1	1	1	1	0	0	0	0	—	1	1	6
Spens	0	0	0	0	0	0	0	1	0	0	0	—	0	1
Fraser	0	1	0	0	1	½	0	1	0	0	0	1	—	4½

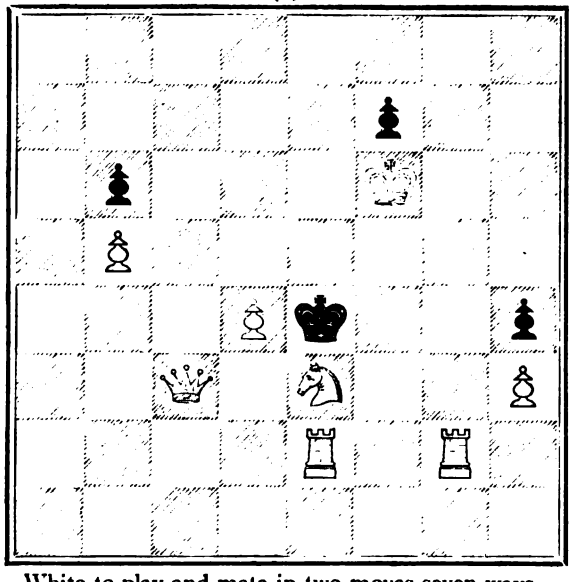
SECOND CLASS TOURNEY.

	Lambert.	Coates.	Neville.	Miss Rudge.	Burroughes.	De Soyres.	Gooding.	Bush.	Cullingford.	Breese.	Kempson.	Newham.	Perry.	Whittam.	Murray.	Hall.	Total Score.
Lambert	—	0	0	1	1	0	1	1	1	1	1	1	1	1	1	1	12
Coates	1	—	1	1	1	0	1	1	1	1	1	1	1	1	½	1	13½
Neville	1	0	—	½	1	1	1	1	1	1	1	1	1	1	1	1	13½
Miss Rudge	0	0	½	—	1	0	1	1	1	1	1	½	½	1	1	1	10½
Burroughes	0	0	0	0	—	1	0	½	1	0	0	1	0	0	1	1	5½
De Soyres	1	1	0	1	0	—	1	1	1	1	1	1	1	1	1	1	13
Gooding	0	0	0	0	1	0	—	1	1	1	0	0	½	0	0	1	5½
Bush	0	0	0	0	½	0	0	—	1	1	0	0	0	1	0	1	4½
Cullingford	0	0	0	0	0	0	0	0	—	0	0	0	0	0	0	0	0
Breese	0	0	0	0	1	0	0	0	1	—	1	0	½	0	1	1	5½
Kempson	0	0	0	0	1	0	1	1	1	0	—	½	0	½	1	1	7
Newham	0	0	0	½	0	0	1	1	1	1	½	—	1	1	1	½	8½
Perry	0	0	0	½	1	0	½	1	1	½	1	0	—	1	0	0	6½
Whittam	0	0	0	0	1	0	1	0	1	1	½	0	0	—	0	½	5
Murray	0	½	0	0	0	0	1	1	1	0	0	0	1	1	—	1	6½
Hall	0	0	0	0	0	0	0	0	1	0	0	½	1	½	0	—	3

Our last number contained a brief announcement of the death of Mr. Mortimer Collins, the intelligence of which sad event only reached us as we went to press. Mr. Collins's early life was intimately associated with the game of Chess, and his poetic contributions to its literature have endeared his memory to its students. His "Magic Chessmen," a legend of Guernsey, and "Chess Skolia," contributed to Professor Tomlinson's "Chess Player's Annual" (1856), are his best known efforts, but he was also the author of several articles upon the Royal Game, which have appeared from time to time in the monthly magazines.

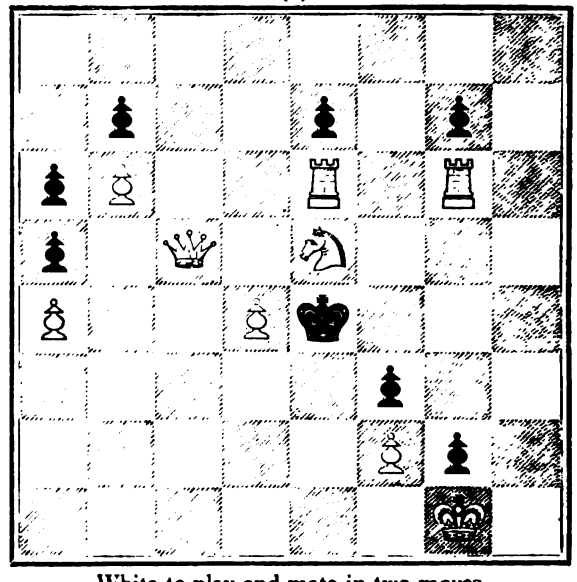
The subject of dual moves in Chess problems is becoming somewhat stale, and, moreover, composers are now agreed that it is desirable to present their compositions to the public free from such defects. No one will deny that in many cases the effort to do so has had the effect of disfiguring the form of the problem, or, as some hold, substituting one defect for another. We have received from Mr. W. T. Pierce the following pair of problems, in illustration of the subject, in the first of which White with the move can mate in two moves in seven different ways, and in the second in the same number of moves, but only under the ordinary conditions of a two move problem.

(A)



White to play and mate in two moves seven ways.

(B)



White to play and mate in two moves.

From the same valued contributor we have also received the following interesting proposal for a Handbook of Chess on a new principle :—

To the Editor of the WESTMINSTER PAPERS.

SIR,—It has occurred to me that a good knowledge of the openings might be derived in a more interesting and satisfactory way than that now offered in the several theoretical treatises on the game lately published. If a selection of the great games of past and living masters were arranged according to their several openings and well annotated, not only would they thus be preserved in a fitting and permanent form, but the theory of each opening might be properly developed in the notes to each game. One of the chief results that might be hoped for from such a scheme would be tracing *a few steps further* the development of some of the most interesting openings, thus leading to positions at least as full of point and suggestiveness as any yet studied.

The following are a few rough suggestions as to the form, scope, and general plan of such a book :—

(a) It should be brought out in parts, each part to be complete in itself, and devoted to the illustration and elucidation of one opening;

(b) The book should be quarto size, and each game presented on one page, the *opposite* page being devoted to notes and analyses of the opening;

(c) The games should be *readable without a board* by means of diagrams every five or six moves;

(d) The games should, as far as practicable, be selected and annotated by the players or authors of the games themselves, subject only to the general supervision and correction of the editor or editors, who should be at liberty to arrange, modify, &c., according to the requirements of the work.

(e) The notation should be general or international. Whilst using the English names for the pieces, the squares should be lettered and numbered in accordance with the continental method;

(f) The price of each part should not exceed

(g) The last part should consist of an analysis of the ordinary end game methods of mating and conclude with a collection of Chess studies.

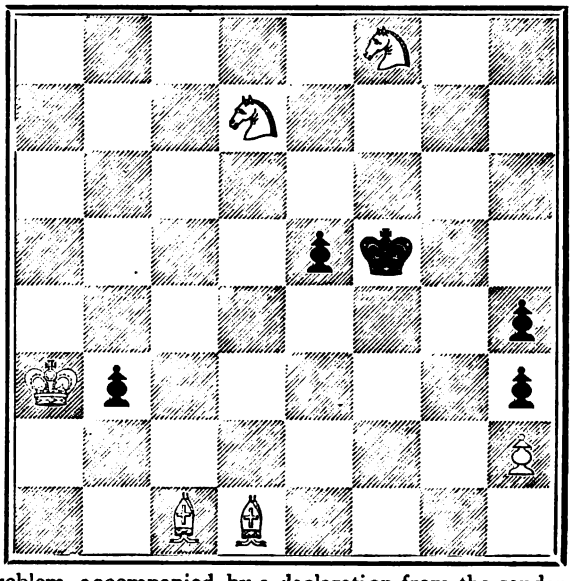
It is evident that such a book would be very valuable, and, if it did not displace all existing handbooks, would certainly be an excellent adjunct to them. To be thoroughly successful, the support of all Chessplayers is necessary, and especially that of the great masters at home and abroad.

I shall feel greatly obliged to anyone who will offer me suggestions and favour me with a selection of their best games in the several openings. It will depend upon the response this invitation will meet with, as to whether the project will ripen into fruition or come to nothing.

I remain, Sir, yours very faithfully,

W. TIMBRELL PIERCE.

Terrace Villa, Roehampton, London, S.W.,
August 22nd, 1876.



The problem in the margin is contributed by Mr. C. E. A. Dupré, of Rotterdam, with the following dedication: "Al chiarissimo Professore il Sigr. J. H. Zukertort, come a suo Maestro di Scacchi in segno di Stima e di grato animo."

The problem will be found a very attractive one, and worthy of our solvers' attention.

A correspondent, referring to the position known as the "Indian problem," which appears in the current number of the *Huddersfield College Magazine*, directs attention to the first appearance of that remarkable production in England. Mr. Andrews correctly points out that its difficulty consisted in the novelty of the device—veiling the diagonal power of a Bishop with a Rook—and that the merit of the problem is now somewhat unfairly underrated, only because the idea has become hackneyed. We can vouch for the accuracy of Mr. Andrew's statement out of our own experience, for we once witnessed a very strong Chess player, ignorant of problems, give up the "poor Indian" after a couple of hours' severe mental effort to conquer it. It is worth noting that, coincident with this correspondence, the editor of the *Hartford Times* received a copy of this problem, accompanied by a declaration from the sender that it had puzzled the best players, and that he believed it had *never been solved*. Mr. Belden enlightened his correspondent on the latter point, but the incident shows clearly that the Indian Problem has not yet lost its power over Chessplayers unaccustomed to the study of that branch of the game.

The National Congress of American Chessplayers assembled at Philadelphia on the 15th ultimo, and, there-

fore, notwithstanding the difficulties which have beset the promoters from the outset, the Centennial Tournament is an accomplished fact. It is, of course, widely known that the Philadelphia Chessplayers have not received sufficient public support to enable them to offer such prizes as would tempt the European masters to enter the lists, nevertheless America possesses a phalanx of players whose co-operation was already secured irrespective of the amount of the prizes, and whose competition could not fail to excite interest throughout the Chess World. For the chief tourney the following players have entered, viz.: Messrs. Barbour, Davidson, Elson, Martinez, and Roberts, of Philadelphia; Mr. Mason, of New York; Mr. Ware, of Boston; Mr. Max Judd, of St. Louis; and Mr. H. E. Bird, of London. We miss from the roll of combatants the name of one of the strongest American players, Mr. Hosmer, of Chicago, who in previous tourneys has always been able to imperil the chances of victory accredited to Captain Mackenzie as well as that champion's own name. Play commenced on the 16th ultimo, the tourney being a pool in which each competitor had to play two games with the others. Drawn games to count one-half to each player, and the highest scores of games to be entitled to the prizes. The prizes are six in number amounting in the aggregate to $1,000, besides a silver cup presented by the Governor of the State of Arkansas. The pairing in the first two rounds was as follows:

1st Round.	2nd Round.
Bird *v* Mason	Bird *v* Ware
Davidson *v* Martinez	Davidson *v* Judd
Judd *v* Barbour	Elson *v* Roberts
Elson *v* Ware	Mason *v* Barbour
Roberts odd man.	Martinez odd man.

No complete intelligence of the result of these rounds has yet come to hand, but we have information that the result of the play in the first round was as follows:

Bird	½	Mason	1½
Davidson...	½ ½	Martinez	½ ½
Judd	2	Barbour	0
Elson	1	Ware	1

The first game between Mason and Bird, which it is asserted is one of the most brilliant on record, was adjourned on the first day, and was won on the second by the first named player. Judd defeated Barbour off hand, and the two games between Elson and Ware were in both cases long and arduous struggles extending over the two days.

In the second round Mason scored one against Barbour, Davidson won the first game against Judd after a struggle of three hours, and drew the second, Bird defeated Ware in the first game, and the second was in progress when our despatches left on the 19th ultimo. The first game between Elson and Roberts was drawn. We have no information as to the result of the other games. In our next number we hope to be able to place a selection of the games before our readers as well as some explanation of the champion's absence from the lists.

The Centennial tournament in connection with the *New York Clipper* is announced to be played at the Café International early in the present month, and the problem tourney for which the same journal has provided such handsome prizes, will be closed about the same time. In the playing tourney a silver cup will be given to the player who wins the most brilliant game, the prize being provided by the spirited proprietor of "the Café," Mr. Lieders.

The new *American Chess Monthly* has come to hand, and we have pleasure in welcoming such an able exponent of the game to the ranks of Chess journalism. The problems, games, and intelligence are all worthy of a magazine that aspires to represent the Chess community of a great nation. We wish the proprietors all the success their enterprise deserves.

POKER.

HIS ROYAL ACQUAINTANCES.

Two young gentlemen meet on Fifth Avenue, and express languid surprise at the encounter. These cosmopolitans last saw each other on the Boulevard d'Italiens.

"Aw, yaw, heah?" "Yes, came last week." "On the Cunardaw?" "Yes, the Scythiaw." "Enjaw yourself in Paris?" "Tolerable. Had good lettaws, you knaw. Some deuced distinguished people." "Hunt any of 'em up? Call on 'em?" "Yes, called on a Marquise and a Countess, and one evening I called on two Queens." "Aw! pleasant interviaw?" "Not very. The other fellaw had three Kings, you know." "Aw!"

OUR PORTRAIT GALLERY No. 7.—MR. S. S. BODEN.

About twenty-seven years ago there came to London from Hull a young gentleman, then twenty-five years of age, whose immediate destiny was a desk in the offices of the South Eastern Railway at Nine Elms. He was no common youth, as events have proved, for even the painfully practical pursuit of a railway accountant failed to stifle the artistic temperament with which nature had endowed him, so that his leisure hours were devoted to the study of painting, varied by occasional practice of Chess with the best players of the time. The artist-chessplayer who is the subject of our present notice is Mr. Boden, a name to conjure with among the fraternity for which we claim him, and no less influential in the brotherhood of Art.

Mr. Boden won his spurs in the chequered field by carrying off the principal provincial prize in the tournament of 1851, and soon afterwards enhanced his reputation by the publication of his *Popular Introduction to Chess*. In 1854 and 1855 he assisted in the production of the *British Chess Review*, contributing, during that periodical's brief life a large portion of its contents. He also conducted the Chess column in the *Field*, from the 24th April 1858 down to the early part of 1869. His devotion to Art has practically precluded Mr. Boden from taking part in public matches and tourneys. In the few cases since 1851 where he engaged in the latter, he has been obliged, at the call of professional duty, to retire from the tourneys before they were concluded; but the record of his contests against the best players during the past twenty years has established his right to a place among the great masters of the game. Mr. Boden is a conspicuous example that exclusive devotion to Chess is unnecessary to the highest excellence in its practice. His larger apprehension and sympathies have helped him to a comprehension of more than a single subject, and the world is all the richer that his love for Chess—which is indisputable—has strengthened rather than weakened his devotion to a sister art.

The death of a distant relative some years ago enabled Mr. Boden to relinquish railway accounting, and to devote himself wholly to landscape painting, the profession for which he knew himself best fitted. His earnest study of his art has been rewarded with gratifying success, although it is known that his drawings have not yet attained their full value. His best works are rarely seen in the market, for they quickly find their way into the cabinets of keen connoisseurs. As a judge of English art, Mr. Boden bears a high repute, and several fine collections of paintings made within late years have been largely indebted to his taste and discrimination.

OUR PROBLEMS REVIEWED.

The admission of Continental and Transatlantic competitors into our Problem Solution and Review tourneys necessitates some slight changes in our mode of conducting them. Down to the present time solutions and reviews of the problems published in our numbers for June, July and August have been received from Messrs. W. T. Pierce, R. W. Johnson, J. Jordan, and B. Wash (of St. Louis), and these, together with any further contributions of the kind we may receive in the interim will appear in our next number. Hereafter the solutions and reviews will be held over for a month, that is to say, those referring to the problems in the present number will be published in November, &c. At the request of several intending competitors we repeat here the conditions of these tourneys, which have already appeared in our number for May 1875.

In the first place, as regards sound problems, the solution of the problem under review should be complete in the principal variations, and all the possible modes of play for the attack should be indicated in a way to show that the position has been analysed, and not merely solved according to the conditions. The review founded upon this analysis should be consistent with it, and be an entirely fair comment upon the composer's work, according due notice to the novelty of the idea, or the ingenious rendering of an old one, and, of course, the reverse where the problem provokes it. The construction of a problem is, we think, of less importance than the idea, when the idea is a great one, either from its novelty or its beauty; but as problems of that kind are not common, to say the least of it, the construction should be considered with reference to the necessity, or otherwise, for the number and power of the pieces employed.

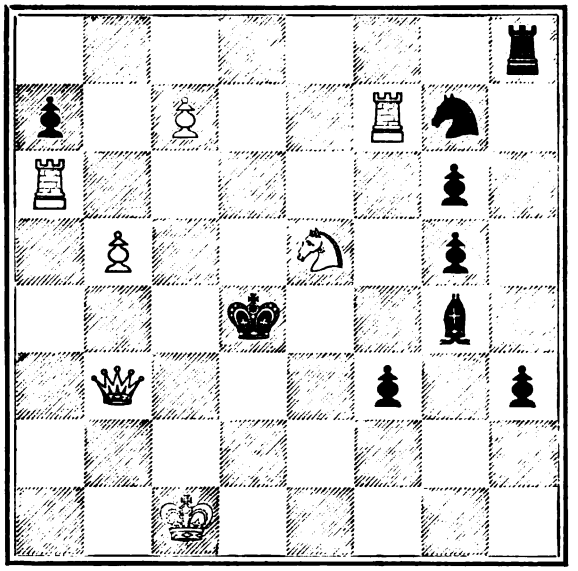
In reviewing unsound problems, one solution differing from the author's, and one other which may or may not be the author's, or an analysis showing the impossibility of the solution required by the conditions, will be sufficient. To sum up the foregoing, the points considered are these:—1. Thorough analysis of the position. 2. Fair comment upon the composer's work. 3. The soundness of the critic's judgment upon the construction of the problem. 4. The discovery of unsound problems, and completeness of proof that such inaccuracies exist.

For the best solutions and reviews, in accordance with the foregoing standard, of the problems published in the Westminster Papers from the 1st June last to the 1st November next inclusive, we offer the following prizes, or in each case, other Chess Books of equivalent value. 1st prize.—Any four volumes of the Westminster Papers. 2nd.—A copy of Mr. Wormald's Chess Openings, containing a selection of the Author's problems. 3rd.—A copy of Messrs. Pierce's Collection of Problems, with the Supplement thereto. 4th.—A copy of Mr. Long's Key to the Chess Openings; and 5th.—A copy of Mr. Cook's Synopsis of the Openings.

PROBLEMS.

PROBLEM No. 835.—By W. MEREDITH.

BLACK.

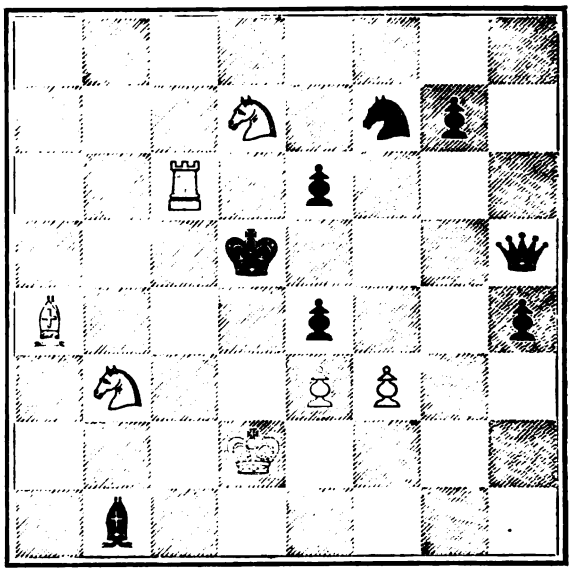


WHITE.

White to play and mate in three moves.

PROBLEM No. 836.—By J. PIERCE, M.A.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM 837.—By ROBERT BRAUNE.

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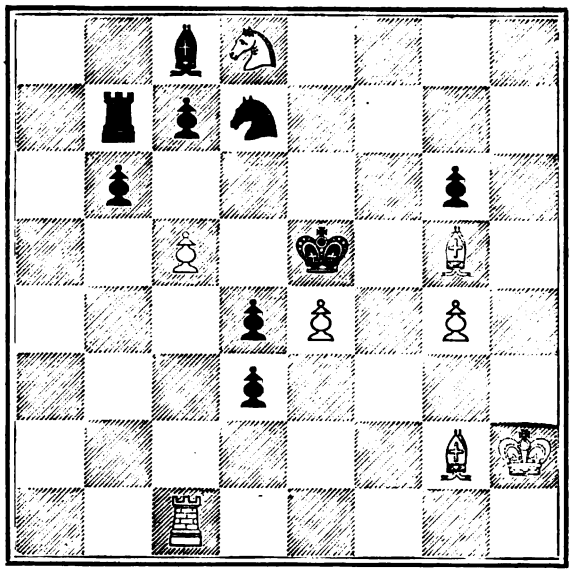

WHITE.

White to play and mate in four moves.

PROBLEM 838.—By H. J. C. ANDREWS.

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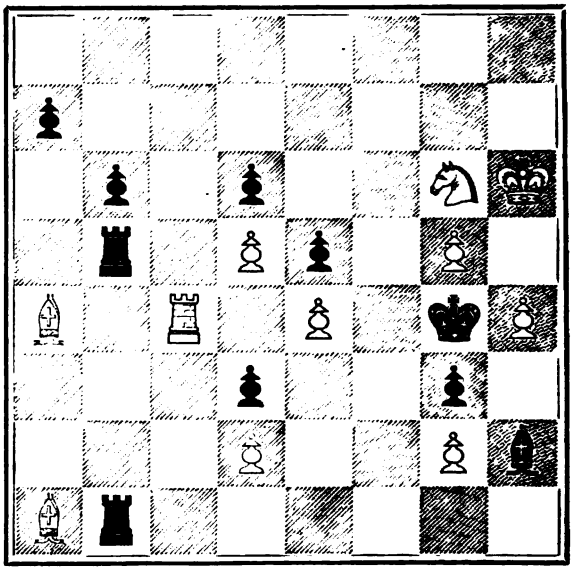

WHITE.

White to play and mate in five moves.

PROBLEMS.

PROBLEM 839.—By VICTOR GORGIAS.

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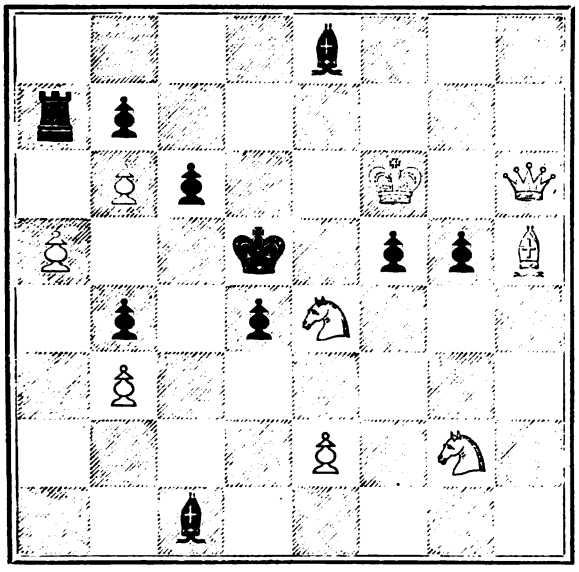

WHITE.

White to play and mate in three moves.

PROBLEM 840.—By J. E. VERNON.

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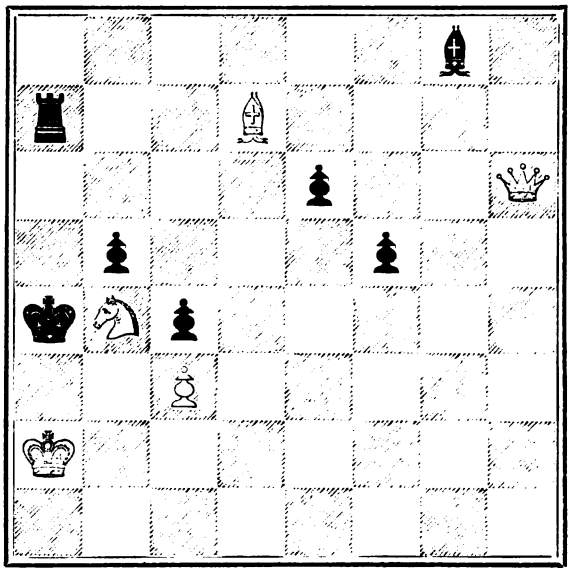

WHITE.

White to play and mate in four moves.

PROBLEM 841.—By BEN. S. WASH.

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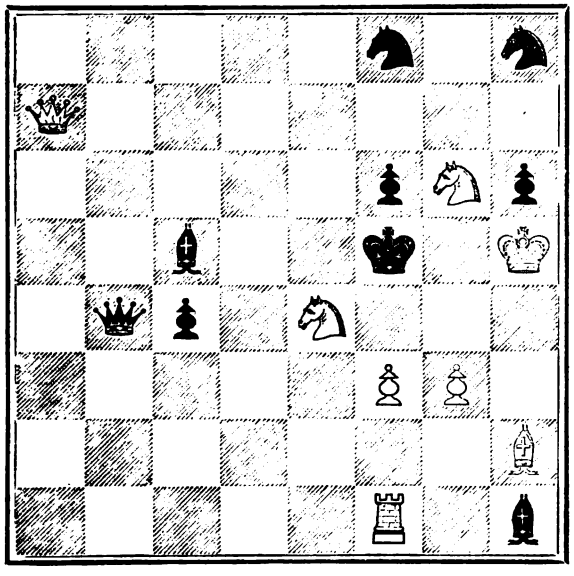

WHITE.

White to play and mate in three moves.

PROBLEM 842.—By F. W. MARTINDALE.

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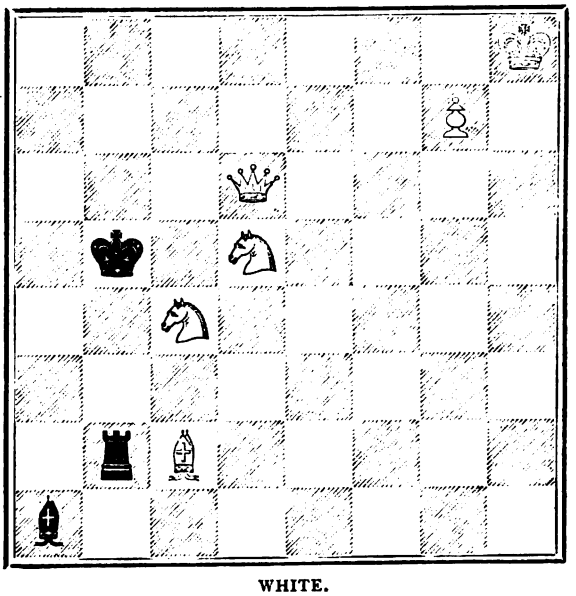


WHITE.

White to play and self-mate in four moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 192.

King's Gambit declined.
Played 1st April 1876.

White. Mr. MASON.	Black. Mr. BRENZINGER.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P to Q 4
3 P takes Q P	3 P to K 5
4 B to Kt 5 ch	4 B to Q 2 (a)
5 Q to K 2	5 Kt to K B 3 (b)
6 Kt to Q B 3	6 B to K 2
7 Kt to R 3 (c)	7 P to B 3
8 P takes P	8 Kt takes P
9 B takes Kt	9 B takes B
10 Kt to B 2	10 Castles
11 Castles (d)	11 Q to Kt 3
12 K to R sq	12 K R to K sq
13 P to Q 3 (e)	13 P takes P
14 Kt takes P	14 B to B 4
15 Q to Q sq	15 Q R to Q sq
16 B to Q 2	16 B to Q 5 (f)
17 R to K sq	17 B takes Kt
18 R takes R ch	18 R takes R
19 B takes B	19 Kt to K 5
20 B to K sq	20 Q to K 6 (g)
21 Q to B 3	21 Q to Q 5
22 P to B 3	22 Q to B 5 (h)
23 P to Q Kt 3	23 Q to K 3
24 Q to B sq	24 P to Q Kt 3
25 Kt to K 5	25 B to R sq
26 R to Q sq	26 Q to B 4
27 Q to Kt 5	27 R to K B sq
28 Q to B sq	28 P to K R 3
29 P to B 4	29 Kt to Kt 4
30 B to Kt 4	30 R to K sq
31 P takes Kt	31 Q takes Q ch
32 R takes Q	32 R takes Kt
33 P to Kt 6 (i)	33 P to B 3
34 R to Q sq	34 R to K sq
35 K to Kt sq (k)	35 P to Q R 4
36 B to B 3	36 B to K 5
37 R to K sq	37 B takes P (at Kt 3)
38 R takes R ch	38 B takes R
39 K to B 2	39 K to B 2
40 K to K 3 (l)	40 K to K 3
41 B to Q 4	41 P to Q Kt 4
42 P takes P	42 B takes P
43 P to Q R 4	43 B to B 3
44 K to Q 3	44 B takes Kt P
45 K to B 3 (m)	45 P to Kt 4
46 B to Kt 6	46 P to B 4
47 B takes P	47 B to B 3
48 B to Q 8	48 P to B 5
49 K to Q 4	49 K to Q 2
50 B to B 6	50 K to K 3
51 B to K 5	51 K to B 4
52 P to R 5	52 P to R 4
53 P to R 6	53 P to Kt 5
54 P to R 7	54 P to R 5
55 K to B 5	55 B to K 5

Black wins. (n)

(a) 4 P to B 3 is the stronger course.

(b) 5 P to K B 4 is preferable.

(c) White could capture the P with impunity *e.g.*:

7 Kt takes P	7 Castles (or A)
8 Kt takes Kt ch	8 B takes Kt
9 B takes B	9 Kt takes B
10 Q to B 3	

A.

	7 Kt takes Kt
8 B takes B ch	8 Kt takes B
9 Q takes Kt	9 Castles
10 Kt to K 2	10 R to K sq
11 Q to B 3	

(d) The capture of the pawn would now involve the loss of a piece:

11 Kt takes P	11 Kt takes Kt
12 Kt takes Kt	12 R to K sq
13 P to Q 3	15 P to B 4

(e) Again White dare not take the Pawn.

(f) 16 B to K 6 seems more promising.

(g) A useless sortie. 20 P to B 3 was a good continuation.

(h) A trap. White tries to induce the opponent to play 23 Kt to K 5, which would lose by 23 R takes Kt, 24 P takes R, 24 Kt to Kt 6 ch.

(i) If P takes P, Black rejoins with 3 R to K 7.

(k) I prefer 35 P to K R 4, and if 35 P to K R 4, then 36 R to Q 7, 36 P to Q R 4, 37 R to K 7.

(l) The simple way to proceed was 40 P to Q R 4 and 41 B to Q 4.

(m) To no purpose.

(n) Whether White play the King or the Bishop, Black wins by 56 P to R 6, and 57 P to Kt 6.

GAME 193.

Irregular Opening.
Played 2nd April 1876.

White. Mr. BIRD.	Black. Mr. DELMAR.
1 P to K B 4	1 P to Q Kt 3
2 P to K 4 (a)	2 B to Kt 2
3 Kt to Q B 3	3 P to K 3
4 P to Q R 3	4 P to Q 4
5 P takes P	5 P takes P
6 P to Q 4	6 Kt to K B 3 (b)
7 Kt to B 3	7 B to Q 3
8 B to K 2 (c)	8 Castles
9 Castles	9 Kt to B 3
10 P to Q Kt 4	10 Kt to K 5 (d)
11 Kt takes P (e)	11 Kt takes P
12 Q takes Kt	12 B takes Kt
13 B to Kt 2	13 Kt to B 3
14 P to B 4	14 P to B 4
15 Q to B 3 (f)	15 B to Kt 2
16 Kt to R 4 (g)	16 P takes P
17 P takes P	17 Q to K 2
18 B to B 3	18 B takes P
19 Q to Kt 3	19 B takes B
20 Kt takes B	20 Kt to Kt 5
21 K to R sq	21 Kt to K 6 (h)
22 K R to K sq	22 B takes R
23 R takes B	23 K R to K sq
24 B to Q 4	24 Q to B 2
25 B takes Kt	25 R to K 5 (i)
26 Kt to K 5	26 P to B 3
27 P to B 5 dis ch	27 K to B sq
28 Q to Q 5 (k)	28 R to K sq
29 Kt to Q 7 ch	29 K to K 2
30 Q takes R ch	30 K takes Kt (l)
31 R to Q sq ch	Resigns

(a) An ill-advised continuation, which must lead to a weak position.

(b) Here and in the following three moves Black could play P to Q B 4 with advantage.

(c) 8 B to Q 3, followed up by Kt to K 2, seems more to the purpose.

(d) This continuation improves the opponent's prospects; 10 R to K sq was preferable.

(e) If 11 Kt takes Kt, 11 P takes Kt, 12 Kt to Kt 5, Black would proceed with 12 Kt takes P.

(f) If 15 Q to Q 2, Black would continue with 15 B takes Kt, 16 B takes B, 16 P takes P, threatening 17 B to B 4 ch.

(g) 16 P takes P was not satisfactory, but much superior to the move in the text, which should prove ruinous.

(h) Throwing away a piece and the game.

(i) This and the following move are weak

(k) Mr. Bird seizes the proffered opportunity and finishes the game in his best style.

(l) If 30 K to Q sq White finishes off by:

31 P takes P	31 P takes P

[31 Q takes Kt, 32 Q to R 8 ch, 32 K to K 2, 33 B to B 5 double ch, 33 K to B 2, 34 Q takes R ch. 31 R takes Q, 32 P takes Q ch. 32 K takes Kt, 33 R to Q B sq, 33 K to B sq, 34 B takes P.]

32 Q takes R ch	32 K takes Q
33 B takes P dis ch	

GAME 194.

White. Mr. COKER.	Black. Mr. OWEN.
1 P to Q 4	1 P to K 3
2 P to Q B 4 (a)	2 Kt to K B 3
3 Kt to Q B 3	3 B to Kt 5
4 Q to B 2	4 P to Q Kt 3
5 P to Q R 3 (b)	5 B takes Kt
6 P takes B	6 B to Kt 2 (c)
7 B to Kt 5	7 P to K R 3
8 B takes Kt	8 Q takes B
9 P to K 4	9 P to K 4 (d)
10 P to Q 5	10 Kt to R 3
11 B to Q 3	11 Kt to B 4
12 Kt to K 2	12 P to Q 3
13 Castles	13 P to K Kt 4 (e)
14 Kt to Kt 3	14 B to B sq
15 Q to Q sq	15 P to K R 4
16 P to B 3	16 B to Q 2
17 B to B 2	17 Castles Q side
18 P to Q R 4	18 P to Q R 4
19 Kt to K 2	19 P to R 5
20 Kt to B sq	20 Q to Kt 3
21 Kt to Q 3	21 P to B 4 (f)
22 Kt takes Kt	22 Q P takes Kt
23 P takes P	23 B takes P
24 B takes B	24 Q takes B
25 Q to Kt sq	25 Q to B 5
26 Q to K 4	26 P to R 6
27 R to R 2 (g)	27 R to R 5
28 R to K sq	28 Q takes R (h)
29 R takes Q	29 R takes R
30 P takes R	30 R to B sq
31 R to K B 2	31 R to B 5
32 R takes R	32 Kt P takes R
33 P to Kt 3 (i) and wins.	

(a) This move and the next, lead very soon to the doubling of White's Q B P, which should be avoided in all close openings.

(b) Extremely weak. 5 P to B 3, and if 5 B to Kt 2, then 6 Kt to R 3, and 7 P to K 4 was a slow but safe line of development.

(c) Black should concentrate his forces for the attack of White's Q B P, beginning with 6 P to B 4.

(d) An injudicious advance which weakens Black's position. 9 Kt to B 3, followed up by Kt to R 4 and P to Q B 4 was the right way of proceeding.

(e) Necessary to prevent the advance of the adverse K B P.

(f) Black should first retreat the Knight to Kt 2, and then rejoin with P to K B 4, or Q R to K B sq. The move in the text prevents the exchange of Knights, which breaks up hopelessly Black's Pawns.

(g) The right reply. 27 P to Kt 3 would be met with 27 Q to Q 7.

(h) Suicidal. 28 Q to B 3 provided Black with a good chance to obtain a drawn battle.

(i) This move is recorded in the copy sent in, but it obviously draws the game by 34 P takes P, 35 P takes P, 35 P to Kt 5. White wins, of course, easily by 34 P takes P, 34 K to Q 2, 35 P to K 5, 35 K to K 2, 36 P to R 4, 36 P takes P [best], 37 K to B 2, &c.

GAME 195.

Irregular Opening.

Played in the Cup Tourney at Cheltenham, August 1876.

White. Mr. Owen.	Black. Mr. Skipworth
1 P to Q Kt 3	1 P to K 4 (a)
2 B to Kt 2	2 P to Q 3
3 P to K 3	3 Kt to Q B 3
4 P to Q B 4	4 B to B 4
5 Kt to Q B 3	5 Kt to K B 3
6 P to Q 3 (b)	6 P to K Kt 3
7 Kt to B 3	7 B to Kt 2
8 B to K 2	8 P to K 5 (c)
9 P takes P	9 Kt takes P
10 Q to B sq	10 Castles
11 Kt to Q 5	11 Kt to K 4
12 Castles	12 P to Q B 3
13 Kt to B 4	13 Kt takes Kt ch
14 B takes Kt	14 B takes B
15 Q takes B	15 Q to B 3
16 Q takes Q	16 Kt takes Q (d)
17 K R to Q sq	17 Q R to Q sq
18 R to Q 2	18 P to K Kt 4 (e)
19 Kt to K 2	19 P to Kt 5
20 Kt to Kt 3	20 B to Kt 3
21 B to K 2	21 P to K R 4 (f)
22 Q R to Q sq.	22 P to R 5
23 Kt to B sq	23 Kt to K 5
24 R to Q 3	24 P to Kt 6 (g)
25 R P takes P	25 P takes P
26 P takes P	26 K R to K sq
27 B to B 3	27 R to K 3
28 B takes Kt	28 B takes B
29 K R to Q 2	29 R to Kt 3
30 R to Q 4	30 P to K B 4
31 P to B 5 (h)	31 P to Q 4
32 K to B 2	32 R to R 3 (i)
33 Kt to Q 2	33 R to K B sq
34 Kt to B 3	34 R to B 2
35 Kt to R 4	35 R to Kt 2
36 R to K R sq	36 R to R 4 (k)
37 K R to Q sq	37 K R to Kt 4
38 R to R 3	38 P to Kt 3
39 R to Q B sq	39 P to Kt 4
40 K R to K R sq	40 P to R 4
41 Kt to B 3	41 B takes Kt (l)
42 P takes B	42 K to B 2
43 R to K Kt sq	43 K R to Kt 3
44 R to R 8	44 R to Kt sq
45 R takes R	45 R takes R
46 R to K R sq	46 K to Kt 3
47 R to R 4	47 K to B 3 (m)
48 R to R 6 (ch)	48 R to Kt 3
49 R to R 8 (n)	49 K to Kt 2
50 R to Q R 8	50 R to R 3
51 K to Kt 2	51 R to R sq (o)
52 R to R 7 ch	52 K to B 3
53 R to Q B 7	53 R to K sq
54 R takes P ch	54 R to K 3 (p)
55 R takes R ch	55 K takes R
56 P to K Kt 4	56 Resigns

(a) I prefer 1 P to K 3.

(b) White dare not play 6 P to Q 4, on account of :—

	6 P takes P
7 P takes P	7 Kt to Q Kt 5
8 R to B sq	8 Q to K 2 ch

(c) Black seizes the earliest opportunity to relieve the opponent from the weakest point in his game.

(d) The result of this series of exchanges should be a speedy draw.

(e) 18 R to Q 2 was a sound answer.

(f) 21 R to Q 2 was the right continuation. Black chooses an adventurous line of play, which must lead ultimately to the loss of a pawn.

(g) If 24 P to K B 4, White proceeds with 25 P to B 3.

(h) Preparing the sortie of the Knight.

(i) 32 R to Q 2, and if 33 Kt to Q 3, 32 R to R 2 was preferable.

(k) 36 K to B 2 followed up by 37 Q R to R 2 was better.

(l) Forced: if 41 R to Kt 5 or Kt 3, White wins by 42 Kt to K 5.

(m) Hastening the defeat: 47 R to Q Kt sq was better.

(n) The simplest road to victory was 49 R takes R ch, 49 K takes R, 50 K to K 2, 50 K to B 3, 51 K to Q 3, 51 K to K 4, 52 P to R 3, 52 K to B 3. [52 P to R 5, 53 P to Q Kt 4, 52 P to Kt 5, 53 P to R 4] 53 K to Q 4, 53 K to K 3, 54 P to K 4, etc.

(o) Why not 51 R to K 3?

(p) 54 K to Kt 2 would prolong the contest, which would proceed with 55 K to B 2, 55 R to K R sq, 56 R to Q Kt 6.

GAME 196.

April 1876.

Sicilian Defence.

White. Mr. Becker.	Black. Mr. Bird.
1 P to K 4	1 P to Q B 4
2 P to Q 4	2 P takes P
3 Kt to K B 3	3 P to K 3
4 Kt takes P	4 Kt to K B 3
5 B to Q 3	5 Kt to B 3
6 B to K 3	6 P to Q 4
7 Q Kt to Q 2 (a)	7 P to K 4
8 Kt takes Kt	8 P takes Kt
9 P takes P	9 Kt takes P (b)
10 Castles	10 Kt takes B (c)
11 P takes B	11 B to K 3 (d)
12 Q to B 3	12 R to B sq
13 B to B 4	13 Q to K 2 (e)
14 Q R to Q sq	14 P to K B 3
15 B to R 6	15 R to B 2
16 Kt to K 4	16 B to Q 4 (f)
17 R takes B	17 P takes R
18 B to Kt 5 ch	18 K to Q sq
19 R to Q sq	19 Q to K 3
20 P to B 4	20 B to Kt 5 (g)
21 R takes P ch	21 K to K 2 (h)
22 P to Q R 3	22 P to Q R 3
23 B to R 4	23 B to K 8
24 Q to Q sq	24 K R to Q B sq
25 P to B 5 (i)	25 Q to B 4 (k)
26 P to K Kt 4	26 Q to K 3
27 R to Q 6	27 Q to B 5
28 R to Q 7 ch	28 K to B sq
29 Q to Q 6 ch	29 K to Kt sq
30 R to Q 8 ch	30 K to B 2
31 B to K 8 ch	31 K to Kt sq
32 B to Kt 6 ch	Resigns

(a) 7 P takes P is better.

(b) Wilfully destroying a good position. P takes P. Gave Black at least an even game.

(c) Black increases the superiority of the opponents game.

(d) If 11 B to Q B 4, White equally replies 12 Q to B 3.

(e) If 13 Q takes Kt, White wins by 14 B takes B, 14 P takes B, 15 Q to B 7 ch, 15 K to Q sq.

(f) 16 Q to B 2 was a safer line of defence.

(g) If 20 B to K 2, White wins by 21 P takes P, 21 Q to Kt 3, 22 P to Q 6, 22 Q takes B, 23 P takes R double ch, 23 K takes P, 24 Kt to B 3.

(h) If 21 K to B sq, White may continue with 22 P to B 5, but his strongest rejoinder is 22 Kt to Q 6 ch, 22 B takes Kt [22 K to Kt sq, 23 B to R 6], 23 R takes B, 23 P to K 5, 24 Q to Q sq, 24 Q to K 2, 25 B to R 6 ch, 25 K to Kt sq, 26 R to Q 5, etc.

(i) Well played. If 25 Q takes B, Black would rejoin with 25 R takes P, and if then 26 R to Q 7 ch, with 26 Q takes R.

(k) Should Black play here 25 P to K R 4, intending to play Q to Kt 5 as answer to 26 R to Q 6, White would win by 26 Kt to Q 6.

GAME 197.

Irregular Opening.

Played in the Cup Tourney, at Cheltenham, August, 1876.

Mr. Owen. White.	Mr. Minchin. Black.
1 P to Q Kt 3	1 P to Q 4
2 B to Kt 2	2 P to K 3
3 P to K 3	3 Kt to K B 3
4 Kt to K B 3	4 P to Q R 3 (a)
5 P to B 4	5 P takes P (b)
6 P takes P	6 P to B 4
7 B to K 2	7 B to K 2
8 Castles	8 Castles
9 Kt to K 5	9 P to Q Kt 3 (c)
10 B to K B 3	10 R to R 2
11 Kt to B 3	11 K Kt to Q 2
12 Kt to K 4	12 Kt takes Kt (d)
13 B takes Kt	13 Kt to Q 2
14 B to B 3	14 B to Kt 2 (e)
15 R to Kt sq	15 P to B 4
16 Kt to Kt 3	16 P to Kt 3 (f)
17 B takes B	17 R takes B
18 Q to R 4	18 R to R 2 (g)
19 Q to B 6	19 K to B 2
20 P to Q 4	20 Q to R sq (h)
21 P to Q 5	21 P takes P
22 P takes P	22 Q takes Q
23 P takes Q	23 Kt to Kt sq
24 R takes P	24 R to Q B sq
25 P to K 4	25 P takes P
26 Kt takes P	26 Kt takes P
27 P to B 4	27 Kt to Q 5
28 P to B 5	28 P takes P
29 B takes Kt	29 P takes B
30 R takes P ch	30 K to Kt sq
31 R to Q R 5	31 B to Q sq (i)
32 Q R takes P	32 R to K B 2 (k)
33 R to B 5	33 R to Kt sq
34 R to B sq	34 R to K 2
35 Kt to B 6 ch	35 K to R sq
36 Kt to R 5	36 P to Q 6
37 R to Q 6	37 B to Kt 3 ch (l)
38 R takes B	38 K R to K sq
39 R to Kt 2	39 P to K R 3
40 Kt to B 4	40 Resigns

(a) Loss of time. 4 B to K 2, followed up by 5 Castles and 6 P to B 4, constitute a sound line of development.

(b) A premature exchange. Black should quietly develope his pieces.

(c) Weak. 9 Q to B 2, and if 10 B to K B 3, then 10 Q Kt to Q 2 would provide Black with a good position.

(d) 12 P to B 4, 13 Kt to Kt 3, 13 B to B 3 seems preferable.

(e) 14 P to Q Kt 4 was very promising.

(f) Weak. 16 B to K B 3 was the proper rejoinder.

(g) 18 Q to B 2 was better. If, then, 19 Q takes P, Black proceeds with 19 R to R 2.

(h) I prefer here—first 20 P takes P, 21 P takes P, and then 21 Q to R sq. This would give Black later on more freedom of action in the Q B file.

(i) The right rejoinder, which ought to turn the tables in favour of Black.

(k)	31 R to B 8 ch
32 K to B 2	32 R to B 2 ch
33 K to K 2	33 B takes R
34 R takes B	34 R to Q B 7 ch
35 Kt to Q 2	35 R to Q 2

would give Black the superior game.

(l) A blunder, which throws away a piece. Black should proceed herewith:

	37 R to K 4
38 P to Kt 4 (or A)	

If 38 Kt to B 6, 38 B takes Kt, 39 R takes B, 39 P to Q 7.

	38 P to Q 7
39 R to K B sq	39 B to Kt 4

A.

38 Kt to B 4	38 B to Kt 3 ch
39 K to R sq	39 P to Q 7
40 R takes P	40 B to K 6

GAME 198.

Played 7th April 1876.

French Defence.

White. Mr. Becker.	Black. Mr. Alberoni.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Kt to Q B 3	3 B to Kt 5 (a)
4 B to Q 3 (b)	4 P to Q B 4
5 P takes Q P	5 Q takes P
6 B to Q Kt 5 ch	6 B to Q 2
7 B takes B ch	7 Kt takes B
8 Kt to B 3	8 P takes P
9 Q takes P	9 Q takes Q
10 Kt takes Q	10 B takes Kt ch
11 P takes B	11 Kt to Kt 3 (c)
12 Kt to Kt 5	12 K to Q 2
13 B to K 3	13 P to Q R 3
14 Kt to R 3	15 K to B 3
15 Castles Q R	14 Kt to Q 4
16 Kt to B 4	16 P to B 3
17 Kt to R 5 ch	17 K to B 2
18 R to Q 3.	18 P to Q Kt 3
19 Kt to Kt 3	19 R to K sq
20 K R to Q sq	20 R to K 2
21 B to Q 2	21 P to Q Kt 4
22 Kt to B 5	22 K to B 3 (d)
23 Kt takes R P	23 Kt to R 3 (e)
24 B takes Kt	24 P takes B
25 Kt to Kt 4 ch	25 Kt takes Kt
26 P takes Kt	26 K R to K Kt sq
27 P to Kt 3	27 R to Kt 5
28 R to Q 6 ch	28 K to B 2
29 K R to Q 4	29 P to R 4
30 P to K B 3	30 R takes R
31 R takes R	31 P to K 4
32 R to R 4	32 K to Q 3
33 R takes P	33 K to Q 4
34 K to Q 2	34 R to R 2
35 K to Q 3	35 R to R 6 ch
36 P to B 3	36 R takes R P
37 R takes P	37 R to K B 7
38 K to K 3	38 R to Q B 7
39 R to Q B 7	39 P to B 4
40 R to B 5 ch	40 K to K 3
41 P to K R 3 (f)	41 R to K Kt 7
42 R takes Kt P	42 R takes P
43 K to B 2	43 R takes R P
44 P to Q B 4	44 P to K B 5
45 R to Kt 6 ch	45 K to B 4
46 P to Kt 5	46 R to R 7 ch
47 K to Kt sq	47 R to Q B 7
48 R to B 6	48 K to Kt 4
49 P to Kt 6	49 K to R 5
50 P to Kt 7 (g)	50 R to Q Kt 7
51 R to B 7	51 K to Kt 6
52 R to Kt 7 ch	52 K takes P
53 P to B 5	53 P to K 5
54 P to B 6	54 P to K 6
55 R to K 7	55 K to Kt 6
56 R to Kt 7 ch	56 K to B 6
57 R to K 7	57 K to Kt 6

Drawn.

(a) 3 Kt to K B 3 is much better, as pointed out on other occasions.

(b) I prefer 4 P takes P.

(c) Black should develope his King's Knight.

(d) If 22 P to Q R 4, then 23 Kt takes P ch.

(e) Black dare not play 23 R to R 2, with the intention to regain the pawn, on account of 24 Kt to Kt 4 ch, 24 Kt takes Kt, 25 P takes Kt, 25 R takes P, 26 K to Kt sq, 26 R to R sq, 27 R to B 3 ch, 27 K to Kt 2, 28 B to B 4.

(f) The simplest road to victory was 41 P to B 4, 41 P to K 5, 42 P to K Kt 4, 42 P takes P, 43 P to B 5 ch, 43 K to B 3, 44 K takes P, 44 R takes R P, 45 K to B 4, etc.

(g) 50 P to B 5, threatening 51 P to Kt 7 and 52 R to Q Kt 6, was the proper continuation.

SOLUTIONS OF PROBLEMS.

No. 822.

White	Black
1 Kt to Q R 3	1 P to Kt 6
2 Kt to Q Kt 5	2 Aught
3 Mates	

No. 823.

1 Q to Kt 2	1 Kt to B 7
2 B to R 7	2 P to B 6 (a)
3 Q to Kt 6	3 Any move
4 Q mates	(a) 2 K takes R or Q takes B
3 Q to R 8	3 Any move
4 Q mates	

No. 824.

1 Q takes P	1 B takes Q
2 Kt to K 6 ch	2 K to Q 4
3 R to B 5 ch	3 Kt takes R
4 Kt to Q B 7 ch	4 K moves
5 Kt mates	

No. 825.

1 Kt to K B 3	1 P takes Kt
2 P to K R 3	2 P moves
3 R to Q R sq	3 P moves
4 R to K R sq	4 B moves
5 P takes B mate	

No. 826.

1 Q to Q sq	1 Aught
2 Mates	

No. 827.

1 Q to K B 7	1 Aught
2 Mates	

No. 828.

White	Black
1 B to Q 2	1 Aught
2 Mates	

No. 829.

1 Q to Q B 2	1 K moves
2 B to R 5 (dis ch)	2 K moves
3 B Mates	

No 830.

1 B to R 6	1 K to K 4
2 P to K 3	2 Any move
3 Mates	

No. 831.

1 Q to K B 7	1 K takes P
2 B to R 4	2 K takes B
3 Q mates	

No. 832.

White	Black
1 R takes Q P	1 K takes R
2 Q to K B 2	2 Anything
3 Mates	

No. 833.

1 B to Q B 5	1 Kt takes B
2 R to K 4 ch	2 B takes R
3 Q mates	

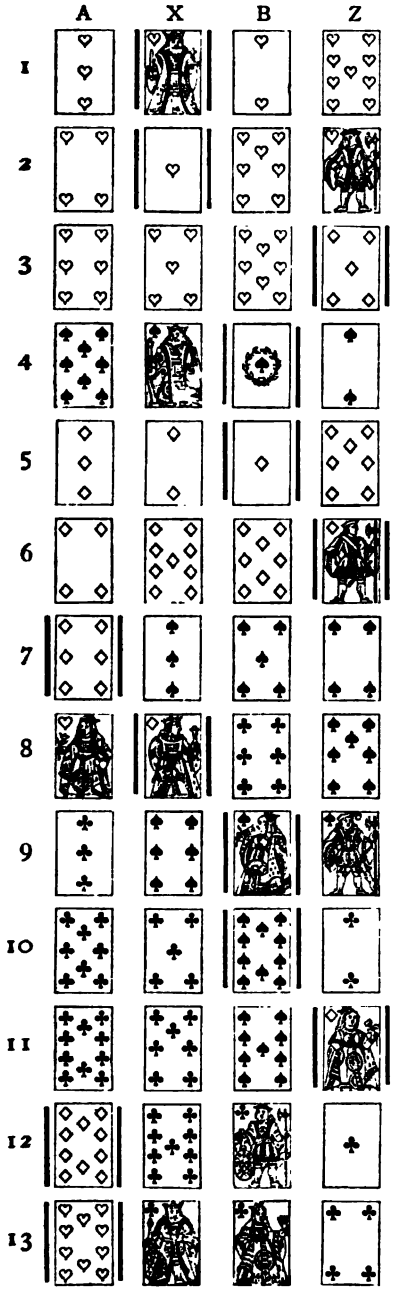
No. 834.

This position was incorrectly set up. We now print it in its corrected form, and commend it to the notice of our solvers as an excellent specimen of this class of problem.

WHIST.

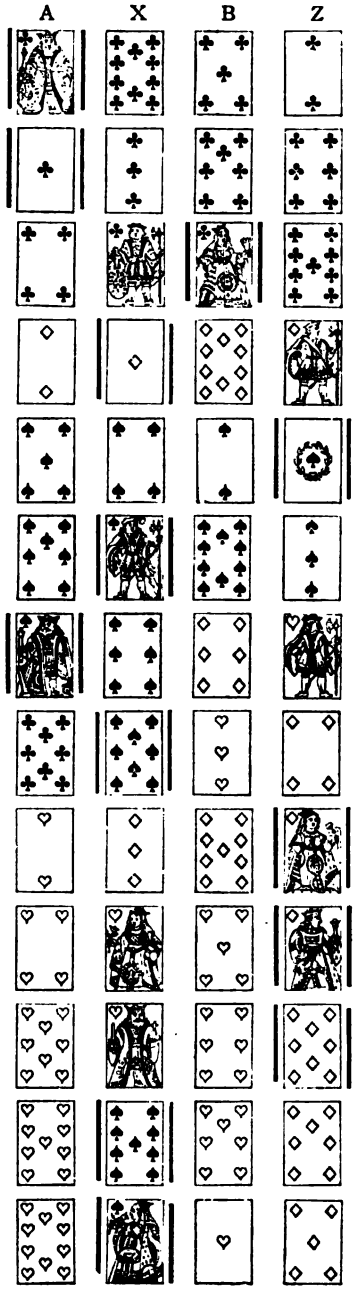
HAND No. 143.

Diamond Qn turned up.
Score A and B four, X and Z two.
Third game of the rubber.
X J. P. Hewby. Z The best Whist player in Europe.



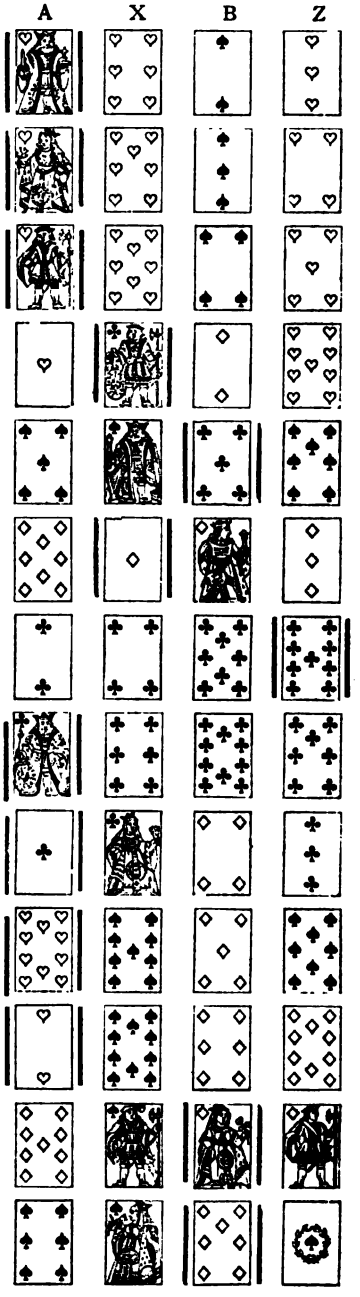
HAND No. 144.

Score love all.
Z turns up Spades Ace.
X's Hand.—C Kv, 10, 3; D A, 3; H, Kg, Q; S Q, Kv, 9, 8, 6, 4.



HAND No. 145.

Score—A and B 1, X and Z love.
Z turns up Clubs 7.
Played at the Junior Portland Club, Jermyn Street.



HAND No. 143.

NOTES BY X.—Trick 2.—X having an honour with Qn turned up leads Ace to look for signal. Trick 3.—X forces, to see which is his partner's suit. Trick 7.—The trump here is peculiar. Trick 8.—X trumps on purpose to lead Spades through the strong hand and clear Z's suit. As Z discards a Spade he infers he has five with two Clubs. If Z here had been in the habit of leading the lowest but one of five it would have been useful. The discard is abominable. Trick 10.—Z's refusing to trump with the game in his hand is simply lunacy: after this the odd trick and rubber being hopelessly gone Z blasphemes his partner for not attending to his discard and leading a Club, there being no necessity whatever for him, and bad play for X, to have done so. As I have played thousands of hands like this, I'm afraid it is no use for philosophers to write in the papers about the propriety of the victims being amiable. I was a very good-tempered Whist-player *once*.

HAND No. 144.

NOTES.—Trick 4.—We prefer the lead of the Hearts Ace. Contrary to our usual custom we have here changed the play of the hand. Here X played the small D, and was left at the score of 4. Three Clubs are already made and the Spade King and Heart Ace to make. We ventured to say that X should here have taken with the Ace otherwise, unless Z has the Hearts Ace he cannot win. The Diamonds are known and the position of Hearts Ace is unknown. Certainty against uncertainty.

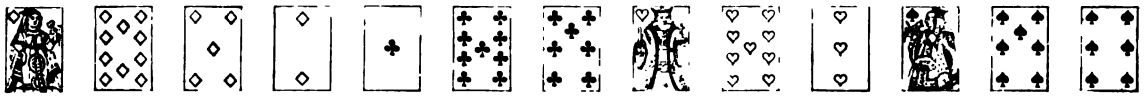
HAND No. 145.

NOTES.—Trick 7.—X, in a difficult position, leads trump; A, seeing his chance of game, plays for it. Trick 8.—Z should not return the trump. Trick 10.—The natural discard for Z is the Spade Ace; he knows X has the Queen. The Ace is therefore useless, but the guard in Diamonds saves the game.

No 123.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. LEWIS.

A's HAND.



X's HAND.

B's HAND.

Z's HAND.

Diamonds trumps. A to lead. From actual play. Which side makes the odd trick?

DOUBLE DUMMY PROBLEM No. 122.

THE solution of this problem, and the award, are postponed, in consequence of the absence of Mr. Lewis for his vacation.

A FINESSE AGAINST ONE CARD.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I was playing at Whist a few days ago when the following case occurred. A led Diamond Ace, B, third hand, put on the 10, and I, 4th hand, played the 9; the suit was continued. Second hand put on the 8, third hand the Knave, and I, 4th hand, had to trump. The second player had in hand King and Queen, and no trump. I had five trumps, and could easily have saved the game except for this force. I never saw this before. My partner said leader must have had 5 of the suit, the 9 and 10 were played the first round, and I only finessed against one card. This is an example of over-refining, or gilding the gingerbread, that astounded my weak nerves. May I ask if plain suits go round for ever? It is true the finesse was only against one card, but on the third round there would no longer be a finesse. It would then be a certainty whether the Knave falls or not. Has this ever occurred before? X.

[We suppose so, and we presume it will occur again, if only to demonstrate that some players will play with their eyes shut.]

THE RETURN OF WEAK LEADS.

To the Editor of the WESTMINSTER PAPERS.

SIR,—There is a point at Whist on which, I think, you alone have commented. It is the return of a weak forced lead. From this I suffer daily. Cannot the matter be brought to the comprehension of the uninitiated? A leads originally a C (a doubtful card) and partner has none, and passes it. I, fourth player, win the trick, or, I may assume, that in some way partner has a discard, and he has thereby shown me his suit. I get in later on, and I am forced, in the absence of complete power in the suit which my partner discarded, to lead to his discard, or to lead trumps; I do not wish to discuss the question of the lead of trumps—that must be decided by various causes—but it is clear that I must not lead the suit that he has discarded unless great strength has been developed by our adversaries. In many many cases the trump is forced, in many others the partner's suit is forced. It is in this last case that I am so constantly hurt and my feelings injured. I lead a 9, 10, or Knave; partner never finesses. If he has the Ace he puts it on, and returns the suit as if it were my suit! or, perhaps, worse still, he leads trumps on the idea that I am strong in the suit which I have led. Over and over again I have been told I have lost the game. "You led Hearts, and of course I thought it was your suit," is constantly dinned into my ears. I led Hearts because my partner told me, in language as plain as the cards could speak, Hearts were his suit, and I led the best of his suit, not mine. If he has by his discard spoken, I, in like manner, have spoken by my lead, and unless partner can force the suit, by reason of its length and his strength in trumps, with the knowledge that I have nothing better than the card I have led in that suit he must abandon it or go for the cross ruff. To lead trumps to bring in the suit, or to return the suit with the idea of bringing it in, seems to me little short of insanity. C.

IS THROWING AWAY A HIGH CARD NECESSARILY A PETER?

To the Editor of the WESTMINSTER PAPERS.

SIR,—You have said that the reasoning powers of Whist players are not often put to the test. The weather has been too hot of late for so much exertion. Now that a change has come, might I suggest that reasoning is necessary for successful play. If a player at the end of the hand throws away an Ace and then a Knave, that is an indication that he has the complete command of that suit. It does not follow that this is intended as a signal for Trumps, as some allege. Wanting 3 tricks to win the game, I saw a player, with Major Tenace in Trumps, after his partner had thrown away an Ace and Knave, lead the Ace of Trumps instead of giving his partner the suit he desired, and he justified the loss of the game because his partner petered. The object of play is to win and not to follow rules slavishly. At the end of a hand a man should not require leading strings. If he is attentive the position of the cards should be known. A player may not have a Trump, and yet he may throw away the Ace to show what he has got. I should follow my own course, having the stronger hand, rather than be governed by the weaker mortal. The two rules clash, and judgment must be used as to what to do. But at the end of a hand I should seldom look at a card of this sort, other than as meaning what it says, viz., that the player throwing away the Ace has the command of the suit.

The same day that this occurred I threw away a losing 12th card, having no Trump in my hand. Partner led Trump, and he said, "I thought you must have something good in your hand because you threw away the Spade. I am at a loss to see why I should keep a losing Spade, and I also fail to follow my partner's reasoning. I must throw away something, and why the throwing away the losing Spade should be a demand for Trumps I do not see. To throw away a 13th card may denote something, but even then it may be purely defensive, but to me it is quite new to allege that the throwing away of a 12th card without a Trump is a sign of strength. VENEZ.

ALL FOURS PROBLEM.

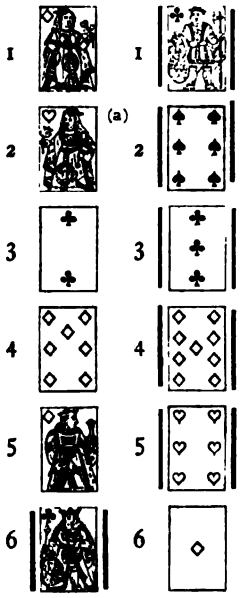
The game of All Fours seems to be considered by most card players as rather out of date. But it is a question whether Ecarté is entitled to supersede it as a game for two to play at. Certainly the Problem we have submitted is entitled to the very highest consideration as a card problem, showing, as it does, the greatest resource in play, and permitting skill to overcome weight in cards. In the hand before us we find the finest illustration of *force* and *tenace*. By the lead of the S 6 a *force* is accomplished that thus early undermines completely the leading hand. Again, after the C 3 has been led, we find a most interesting and instructive situation. The second player remains with the D A, 9 and H 6 against the first players, C K, D K and 7. If a *force* now be attempted by leading H 6, the game is lost to the 2nd player, but by leading the D 9 the game is secured. If the 1st player take with D K, the second player must make his D A. If the first player refuses to take, the H 6 is *then* lead as a *force*, and the first player must either trump with his C K, which would leave the D K to the 2nd player's Diamond A, or surrender the D K as a discard, either case being fatal. MISSISSIPPI.

SOLUTION OF ALL-FOURS PROBLEM

In "Westminster Papers, June 1876, by Wm. Nash, St. Neots.

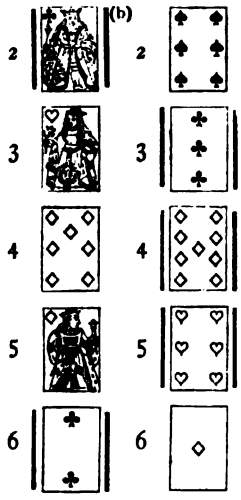
With proper play on the part of the second player the score will be { First player—High, Low. Second player—Jack, Game.

The second player makes "Game" as follows:—



Score 7.8

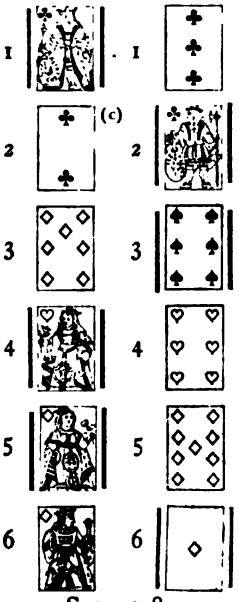
(a)



Score 7.8

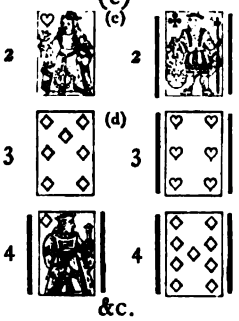
(b) If first player play 2 D 7 or D Kg, the 2nd player follows with C 3, &c.

If



Score 7.8

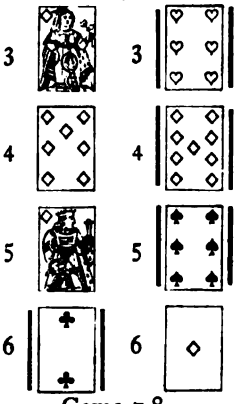
(c)



&c.

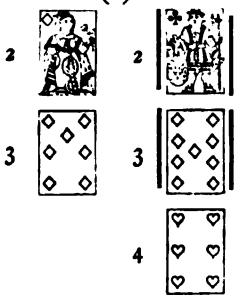
Game 6.9

(d)



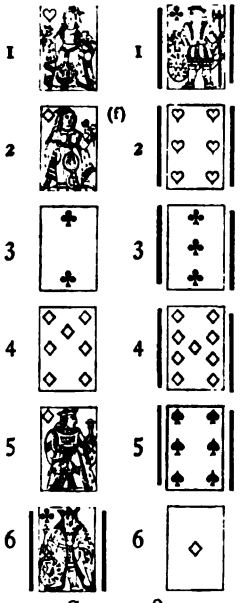
Game 7.8

(e)



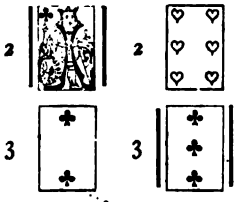
&c.

If



Score 7.8

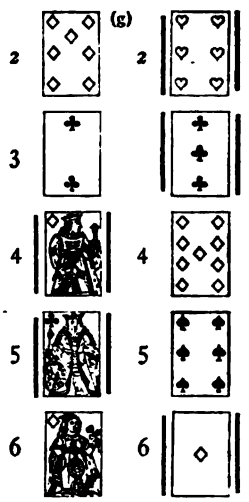
(g)



&c.

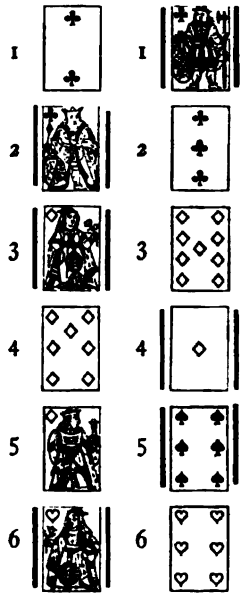
Score 6.9

(f)



Score 6.9

If



Score 7.8.

The double-rimmed card wins, and the card immediately under it leads for next trick.

A very ingenious and highly interesting position, the win depends principally upon the 2nd player leading his trump at the proper moment. This is where I was wrong in my former attempt.

ECARTÉ.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I have recently heard a good deal of discussion on stand hands at Ecarté, partly induced no doubt by the elaborate calculations and the hands you have given. One set say the calculations are all nonsense; that a player at Ecarté knows by instinct what are and what are not stand hands, and of course these require no guide. The second set think the calculations absurd because they are too elaborate, obviously forgetting that the hands are given at the top of each calculation, and that they need only look at the cards and skip the calculations and the result if they choose. I should have thought it would not be too much trouble to look at the hands and the odds on the hands succeeding, because, apart from the idea that we should not learn anything about cards from a book I have never been able to understand why any one should refuse to learn anything that can be easily acquired. As a looker on I am astonished at the weakness of the play, and the ignorance that is displayed as to what are stand hands. The players do not seem to pay any attention to the seore; a small matter that should be kept as steadily in view as at Whist. They do not seem to remember that there is such a thing as a tenace—probably the most important point in the whole game. I saw the following occur but yesterday. Diamond King led trumped with the Heart 7. The winner has now left Club King, 9, Spades 8, 7. It is possible in this position to win two more tricks, but it is next to impossible to suppose that you can make these tricks by leading the Club King as our intuitive friend played. He found the 10 of Clubs in his adversary's hand. It is improbable that this combination should occur, but we usually play for the off chance, particularly when there is nothing to lose by it. The position constantly occurs, and the play to a mere looker on is forced. At a game which is played for such large stakes, when so much money changes hands, and a game so simple that about half the players consider that there is no play in it at all, and that it is purely a question of luck, it is wonderful that men will not learn the A B C of the game before sitting down, but assuredly they do not so. There is a fear that the book player will fall into an error that I desire to point out. There are some players who propose with tremendously strong hands. With these (and they are soon known) it is safer to give cards more freely than to the ordinary player. Play your own hand on the recognised rules, but give cards to these in doubtful cases. Some players seem to be under the belief that because they have more than ordinary strength, say two trumps with the King and three Knaves, inasmuch as they would not give cards if the trump were the Q, and they should not do so when they have the King, forgetting that one of the reasons why you do not give cards, is the fear of your adversary getting the King. The same observation applies when the King is turned up. So far as I see many players take no notice of the trump card, and play exactly in the same way as if that card was not before their eyes. There is another weak point in the game—hardly any player seems to know—viz., the extraordinary number of chances there are in favour of getting the vole. I am sure that if they would only observe this point a little while, or if they would calculate the chances for themselves they would be much surprised at the large number of hands when the vole could be obtained, and in the stand hands you have given it is simply marvellous to see the number of voles that can be obtained, and which must be taken into account in estimating the value of the hands. Most of the players I look at realize that at 4 they must play on worse hands than at love-all when their adversary is at 3, they must give cards more freely than at other points of the game, because the consequences of the refusal is more serious.

I think if the ordinary run of players are not above taking a hint, a consideration of these points would tend to make their play a little steadier

* *

But they do not seem to realize that.

633622 A M.

ANSWERS TO CORRESPONDENTS.

CHESS.

W. M. (Shanklin.)—Your many beautiful contributions are most welcome, and fully appreciated by a host of admiring correspondents.

J. P. (Bedford,)—Your other three move problem can also be solved by P to R 3rd, &c. If you will kindly number your diagrams the description of them will be greatly facilitated.

BEN W.—Problem No. 10 admits of a second solution, viz.:—B to R 5, K moves B to K 2nd (ch), &c.

H. J. C. A.—A fine problem, and worthy of its author. Many thanks.

J. PIERCE, W. T. PIERCE, B. WASH, TAYLOR, CRAKE, KLING, &c., are warmly thanked for their valuable contributions.

WHIST.

THOS. L. MANSON (Boston, Mass.)—At Whist A and C are partners against B and D, it being A's turn to deal. He being engaged in outside argument, B pushes the cards across to D, who shuffles and cuts them, without A's having noticed the matter in any way, or touched the cards, until told by D to "deal away," or words to that effect. A then turns, picks up the cards as they are cut, and then says "I want to have something to say about the shuffle," and shuffles the cards, presenting them to D for cutting, who thereupon claims a misdeal.' Please state whether a cut or shuffle by anyone at table can remove the dealer's right to the last shuffle, unless the cards are presented by him for cutting, or the right waived by him by word of mouth. This question way decided by me at the request of the parties, but as my decision did not give perfect satisfaction, it has been, at me suggestion, left to you.—*Ans.* The cards must be cut by ths right-hand adversary, with the dealer's consent. It is the dealer's duty to give the pack to the player to cut; unless the dealer accepts the irregular cut he is not barred by the act of any other player from his ordinary rights. He can, therefore, treat the act of D as a nullity, and shuffle in the ordinary way.

X. N. W. P. (India).—A and B play against C and D. There are five cards in hand. C, the leader, has nothing but

Clubs; D, his partner, holding two Clubs and the three best trumps, without waiting for a card to be led, throws down the three best trumps and claims the game. Has D revoked? The only rulings which I can find that bear upon the subject are decisions 2 and 8 in Clay's Second Edition, and your own answer to C. B. in WESTMINSTER PAPERS for February 1st, 1872. These seem to show that D has revoked, since by throwing down the three best trumps and claiming the game he has played to a trick subsequent to that to which his partner should now lead, whilst at the same time he has two cards of that suit which forms his partner's whole hand, and which he partner must therefore lead?—*Ans.*—We have looked at his three cases to which our correspondent refers, and in our judgment none of them govern the case. All that we think has been done is that the player having the game has placed the whole of his cards on the table and claims game. The cards thus layed down are exposed and callable, but further than this nothing can or should be done.

JOHN P. HEWBY.—My partner leads a suit, I (having one) discard, but see my mistake in time, and, of course, leave the exposed card on the table for other people to do as they like with; whereupon they at once call a suit from my partner. He, of course, declines to do anything of the kind, and I am of impression that I can now take up my card, as they have their penalty. How is this? Are my adversaries to call suit from my partner—thereby telling each other what they want led—with impunity?—*Ans.* The adversaries have claimed a penalty to which they are not entitled. They could call the exposed card, but nothing else. Having called a suit improperly, the exposed card can, we think, be taken up.

G. W.—The proper time to take up the trump card is when it is the dealer's turn to play. If dealer plays before the third player he is bound to show the trump card, notwithstanding he has played.

PIQUET.

S.L.M.—A is 46, B is 96. B gets out by play before A gets 50, but does not see that he has done so, and goes on playing until after A has got 50. Did B win a single or a double? *Ans.* A double. The moment a player gets 100 the game is at an end, and, as he gets the 100 before the adversary gets 50, that makes a double. The after-play is nothing. The point was decided by Mr. Clay in these pages five years ago, and there is nothing new about it, and no one has ever, to our knowledge, decided the case in any other way. The following is from Cavendish on Piquet:—"A player scoring out during hand should at once draw attention to the fact, and to this end he should keep in mind the number he requires to make him game. As soon as game is announced and the claim admitted, the remainder of the hand is not played. A player failing to claim game as soon as he wins it, is liable to no penalty, but he may cause delay and confusion by his omission.

S. A.—I had a dispute with X on a question of law. It was referred to you by mutual consent. You gave your decision in my favour. X was not satisfied, and we asked you to refer the matter to some one else. You said "It was too ridiculous to ask," but on my urging you to do so you consented, and your judgment was confirmed. Notwithstanding, X will not pay what I won. What am I to do?—*Ans.* Refer the matter to your Committee.

S. M.—If you are leader, and there are two cards left in, you having Ace, Queen, and your adversary King, 10; if you lead the Queen, and take the last card with the Ace, you score 3. Your opponent marks two, one for winning and the other for leading. If, on the other hand, you lead Ace and then Queen, you only get 2, and your adversary gets 2, one for winning and one for his last card. It is a simple question of arithmetic which is the best play.

R. W.—The following is from Cavendish's book:—"A capot does not count towards a pique, as the forty for the capot are added after the play of the hand is over. For instance, A (Elder Hand) has Ace, King, Queen, 10, 8 of Spades; Ace, King, Knave, 10, 9, 8 of Hearts, and Ace of Diamonds. This point and quart are good. His tierce and Aces added make him 16, and he wins every trick, making him 26. He adds 40 for the capot, making him 66. He does not gain a pique, as he only made 26 in hand and play." Mr. Clay decided the same point for us years ago in the same way.

ECARTÉ.

M. & D. S.—A asks for cards. B, dealer, says how many? A says 3. B gives the 3 cards and takes his own. A says Oh! I have made a mistake, I only meant 2 cards. A has not touched the given cards, and he claims that he has the right now to discard another card. Can he do so?—*Ans.* We had a bet on the game and therefore declined to decide, and the matter was therefore referred to another gentleman, who gave the following decision:—"As my opinion is asked to decide a bet, I decide that if the non-dealer asks for more cards than he discards, the dealer has the option of playing the hand or not. If he elects to play the hand, he may draw the superfluous card and look at it. If he does not play, the hand is thrown up, and the dealer marks the point. The non-dealer in either case cannot mark the King." The books seem to differ somewhat on the point, but we are inclined to think that in law the man who says 3, is then and there supposed to have thrown out 3. The theory and practice are different. The law is clear that you cannot change the number of cards asked for from 3 to 2, or 2 to 3, and we are inclined to agree with the above decision, although much may be said on the other side.

M. D. IN Q.—Several proposals have taken place, and at last the dealer finds there are not enough cards by one in the talon to make up for his discard. Is he (the dealer) entitled to take the trump card?—*Ans.* The following is from Cavendish's laws:—"If the dealer accepts when there are not sufficient cards left on the stock to enable the players to exchange as many cards as they wish, the non-dealer is entitled to exchange as many as he asked for, and the dealer must take back his last discard." Bohn's laws observe that if a player places himself in this position from his own carelessness or inattention, so much the worse for him. The dealer cannot take the trump card.

POKER.

S.—If one card only is exposed in dealing, the player to whom it belongs must keep it.

IBID.—If the player to the dealer's left puts in one chip and the 2nd player puts in two, the third can go 4 blind, *i.e.* before looking at his hand. If the third sees his hand and throws it up, the fourth player may go blind, if he choose to do so.

NOTICE.—In Future these Papers will be Printed by the Civil Service Printing and Publishing Company Limited, and all Letters and Exchanges should be addressed to the Editor, 8 Salisbury Court, Fleet Street, London, E.C., and not to any person known or supposed to be connected with the Paper. Our Friends will much oblige by noting this address.

Author, Player, and Problem Composer.

The WESTMINSTER PAPERS, 2nd October, 1876.

The Westminster Papers.

2nd OCTOBER 1876.

THE CHESS WORLD.

"The whisperings of our petty burgh."

WITH the Autumn months there usually appears a revival of activity in amateur Chess circles. Summer days are proverbially provocative of languor, and Chess-players are never among the last to give way to the good dulness of repose; but now with the first touch of frost a note of preparation is heard on every side, and a busy winter session may be expected.

The City of London Club commenced the season on the 25th ultimo, when Mr. Macdonnell entered the lists against sixteen or seventeen members simultaneously. The only justification for these curious performances is that they please a large number of young amateurs, who have no other opportunity for encountering a first-rate in practical play, but that is, after all, as good a defence as is necessary, The seventeen gentlemen against whom Mr. Macdonnell contended included a fair proportion of strong players, nevertheless, the "lone hand" succeeded in scoring twelve games against five lost in the brief space of two hours and a quarter. For the ensuing season several tournaments, arranged for all classes of players, are being organised, so another year of prosperity looms in the future of this flourishing association.

The St. George's Club, whose members have secured the services of Mr. Minchin in the office of honorary Secretary, has re-opened, and some private matches and consultation games are said to be already arranged. Concerning last year's bantling, the West End Club, there is no information beyond the notorious fact that it has been nearly killed by over-nursing. The locality in which this club is situated is not a favourable one, and the policy that attempted to make it a rival to Simpson's was, according to our English notions, fatal to its comfort as a club. The large number of foreign Chess-players in London should, however, ensure its prosperity under good management, and we shall hope to see it re-open with some prospect of a successful career.

The provincial Chess columns received this month are more than usually interesting. The *Coventry Independent* announces a tourney in which two prizes, value 10s. and 7s. 6d. respectively, will be given for the best solutions of the problems published in that paper to Christmas next. The *Derbyshire Gazette* contains a capital column and one that should be specially prized by lovers of problems and end games. It is usually filled with pleasant illustrations of that branch of Chess, original and selected. Under which of these heads, by-the-bye, is the contribution of Mr. G. Allen, of Derby, to be classed? The diagram purports to represent a neat ending that occured in a game played between Mr. G. Allen, of Derby, and a friend in Manchester, some time ago. It must have been a long time ago indeed, and it would seem that that unconscionable ancient, the late Mr. Stamma, was present on the occasion, for he published the position in his book, and without any acknowledgement to Mr. Allen, of Derby, too. The position is also to be found in Staunton's Hand-book, p. 447.

The *Glasgow Herald* announces the formation of a new Chess Association for the West of Scotland. The first meeting was to be held on the 30th ultimo at Helensburgh, and further meetings are to be held in the autumn of each year. Membership will not be limited to residents of the West of Scotland; and, as the subscription has been fixed at a merely nominal sum—two shillings per annum—every Scottish Chess-player should join its ranks.

The same journal informs us of the death of Dr. Fraser, one of Scotland's strongest players, who held for many years the champion medal of the Edinburgh Club. Dr. Fraser was undoubtedly an amateur whose force was very little short of first rate. At the Dundee Congress of the British Chess Association in 1867 he defeated Blackburne, and his game with Neumann, the victor in the tourney, was one of the most exciting and interesting for the spectators played during the meeting.

We notice with unmixed pleasure the increasing circulation and influence of the *Huddersfield College Magazine*, and cordially congratulate Mr. Watkinson upon the public favour his little journal deservedly enjoys. The current (October) number contains the Editor's award of the prizes in the solution competition, which has extended over the past twelve months, and the first set in order of publication of the problems contributed to the tourney anounced a few months ago. The problem in the margin is the three mover from this set.

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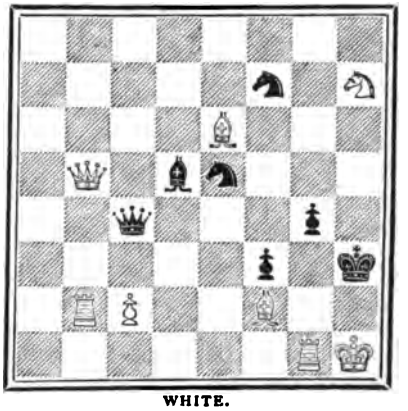

WHITE.

White to play and mate in three moves.

In the annual meeting of the Central German Chess Association held at Leipsic, six players entered the lists of the chief tournament, viz., Messrs. Andersen, Berber, Goring, Paulsen, Pitschel, and Schallops. The table below shows the results of the play :—

	Andersen.	Goring.	Pitschel.	Paulsen.	Berber.	Schallops.	Games lost.
Andersen	—	1	0	½	1	1	3½
Goring	0	—	1	1	1	½	3½
Pitschel	1	0	—	½	1	1	3½
Paulsen	½	0	½	—	1	1	3
Berber	0	0	0	0	—	0	0
Schallops	0	½	0	0	1	—	1½
Games lost	1½	1½	1½	2	5	3½	15

The tie between Andersen, Goring, and Pitschel was played off, and resulted in Andersen defeating the others and carrying off the first prize. After the tourney, a match was arranged between Andersen and Paulsen, in which the latter was victorious with a score of five to four, and one drawn game. In the problem tourney in connection with this meeting, the three prizes were awarded to Messrs. Berger, Minckwitz, and Hubert, in the order named.

We regret to announce the retirement of Herr Minckwitz from the post of Editor of the *Deutsche Schachzeitung*, the office he has so ably filled for a period of eleven years. His successor is Dr. C. Schwede, a problem composer of merit.

The tenth Congress of the West German Chess Association was held at Dusseldorf on the 10th ultimo, and two tournies—for masters and amateurs—were included in the programme of the meeting. In the chief tourney the competitors were Dr. Schwede, Herren W. Paulsen, Fleischig and E. Asbeck, and it resulted in Herr Paulsen winning the first prize and Dr. Schwede the second. The honours in the amateur contest were taken by Messrs. Kockelkorn and Wemmers. There was no time limit observed by the players, and consequently the games were rather dreary in their progress, occupying in most cases from eight to ten hours. A notable feature of the meeting was the tourney of problem solvers, a kind of competition that has never been introduced into England. The prize problem of the occasion—there is always a problem tourney at these meetings—is distributed (on diagrams) among any number of competitors that enter, and the one that first produces a complete solution, using only the diagram, receives a handsome prize. The problem in the margin is by Herr P. Klett, and is the one submitted to the problem solvers at the Dusseldorf meeting. We are indebted to the courtesy of Herr Schnitzler for enabling us to place it before our readers.

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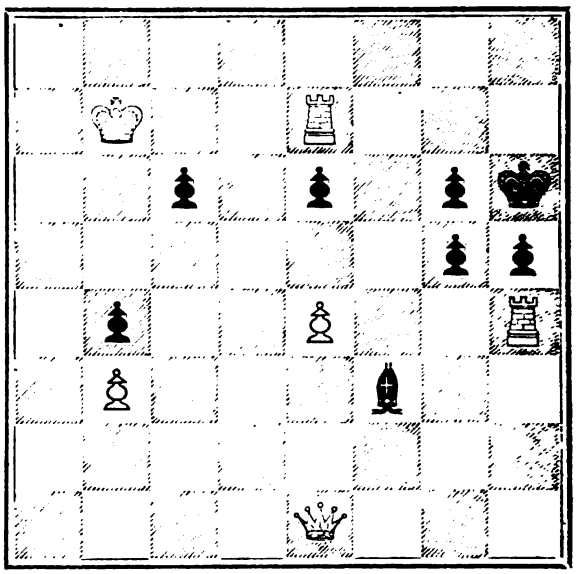


WHITE.

White to play and mate in four moves.

It is stale news now that the American Centennial Chess tournament was brought to a conclusion on the 31st August. The receipt of private despatches on the 12th ultimo enabled us to announce the final result of the tourney at the head quarters of English Chess on that day; and notwithstanding the *tracasseries* of professionalism impugning the authenticity of our information, the exchanges since received have fully confirmed the reports of our correspondent. Without any desire to enlarge into achievement what is after all but an ordinary operation of journalism, open to every journalist that knows his business, we may be permitted to wonder why our London contemporaries made no use of the information placed at their disposal in a public room. The *Illustrated London News*, which goes to press a week before the date of publication, could not be expected to do so on this occasion; but the *Field* should not have withheld from its readers intelligence of such an event in the Chess world as the American Centennial tourney until eleven days after the final result was

known to every one that cared to acquire the knowledge. The play in the tourney, after extending over fifteen days, ended, as we have stated, on the 31st August, with the following result:—

James Mason, New York	1st Prize,	300 Dollars	and a Silver Cup.
Max Judd, St. Louis	2nd „	200 „	Gold Medal.
H. E. Bird, London	3rd „	150 „	„
J. Elson, Philadelphia	4th „	100 „	„ } Tie.
H. Davidson, „	5th „	50 „	„ } Tie.
A. Roberts, „	6th „	a Gold Medal.	

and the following Table shows the full Score of each competitor, excluding Mr. Martinez, who was obliged to retire from the tourney at the end of the first week's play:—

	Mason.	Judd.	Bird.	Davidson.	Elson.	Roberts.	Ware.	Barbour.	Games won.
Mason	—	1 ½	1 ½	0 1	1 ½	1 ½	1 1	½ 1	10½
Judd	0 ½	—	0 1	0 ½	1 ½	1 1	1 1	1 1	9½
Bird	0 ½	1 0	—	½ 1	½ 0	1 1	1 ½	1 ½	8½
Davidson	1 0	1 ½	½ 0	—	0 ½	1 ½	0 1	1 1	8 }
Elson	0 ½	½ 0	½ 1	1 ½	—	½ ½	1 0	1 1	8 }
Roberts	0 ½	0 0	0 0	0 ½	½ ½	—	½ 1	1 1	5½
Ware	0 0	0 0	0 ½	1 0	0 1	½ 0	—	½ ½	4
Barbour	½ 0	0 0	0 ½	0 0	0 0	0 0	½ ½	—	2
Games lost ...	3½	4½	5½	6	6	8½	10	12	56

A number of the games, for the score of which we are indebted partly to several correspondents in New York and partly to the *Hartford Times*, appear in the present issue. We should have preferred placing a *selection* of the games before our readers, but both players and spectators were precluded from furnishing them to the press by an arrangement entered into by the Committee for their publication in a Book of the Congress. The wisdom of the regulation is doubtful, to say the least of it; for, according to our experience, few Chess players can be induced to peruse the games of a tourney played six months before they see them; and the success of a book of the kind contemplated can hardly be said to depend upon the novelty of its contents. That is not our affair however; and we wish only to guard our readers against assuming that the games we publish are intended as specimens of the play in the Centennial tournament. The tourney excited a great deal of interest in English Chess circles; although, so soon as it was known that Captain Mackenzie, Mr. Hosmer, and other noted American players were absent from the lists, it was generally anticipated that Mr. Mason would carry off the first prize. Mr. Bird is known to be an unsuccessful tourney player; and the result of his encounter with Mr. Mason left no doubt in impartial minds of the latter's superiority as a match player. We regret to observe that Mr. Bird's visit to America, instead of drawing closer the bonds which should unite the Chess-players of the two nations, as might have been expected, has had, on the contrary, the effect of provoking something like controversy. Our American cousins began by describing Mr. Bird as "the man who has *held his own* against the greatest players," which is limited praise, as we construe it, and have ended by transforming him into a champion merely qualified by an "ex." The feat of enlarging an English amateur into a giant, for the sole purpose of slaying him in that capacity, is altogether unworthy of any one that claims to represent American Chess-players in the press. No one in this country grudges our American cousins any gratification the defeat of Mr. Bird can afford them; but with all respect for Mr. Bird's abilities, no English Chess-player is disposed to acquiesce in the representative character assigned to that gentleman's play by the *Chess Record* of Philadelphia. Before leaving this subject, let us inform the gentleman who penned a reply to Scotland, addressed to England, that neither Blackburne, Steinitz, nor Zukertort needed any public assistance to enable them to go to Philadelphia. They were prepared to go, and did not do so only because the amount of the prizes was insufficient to cover the expenses of the journey.

The Centennial tournament organised by the *New York Clipper* was arranged to commence at the Café International, New York, on the 15th ultimo. Three prizes will be given by Mr. Queen, viz., 100 dollars, 50 dollars, and 25 dollars, and Mr. Lieders, the proprietor of the café where the games are to be played, offers a handsome silver cup as a prize for the winner of the most brilliant game occurring in the tourney. If less than sixteen players enter competitors will have to play two games with each other, drawn games counting a half to each side, and ties for prizes to be played off in matches of three games. If more than fifteen appear, it will be a single game tourney, but in any case, and to prevent undue delay, the winners of the largest number of games can claim the prizes at the end of four weeks from the commencement. The manage-

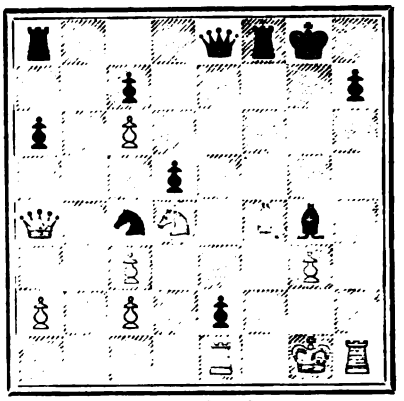
ment of the tourney is committed to Miron, Mr. Sweet and Captain Mackenzie. The latter will, therefore, take no part in the play.

From the *Hartford Times* we learn that Mrs. Gilbert, of Hartford, whose marked success in correspondence games we have often noted, has just won a game in the correspondence match America *v.* Canada, announcing a mate in twelve moves. The lady's adversary on the occasion was Mr. Hood, one of the strongest players of the Dominion, and the opening a variation of the Vienna game. The finish is a masterly one, and our readers will, we doubt not, thank us for reproducing it. The second game was also won by Mrs. Gilbert, Mr. Hood resigning, we are informed, in time to save a similar announcement of mate in a larger number of moves. If this is the style of the fair in America, why was the sex unrepresented at the Centennial?

The second number of the *American Chess Journal* has come to hand, and it fully maintains the high standard promised in the first. The problems, under the supervision of Mr. S. Loyd, are contributed by the best composers in the States, and the games are copiously annotated. The subscription to the Journal is only three dollars per annum, and as it can be obtained, without any trouble, through Mr. Morgan, 67 Barbican, it should be well supported among English Chess-players.

Through a private letter addressed to a friend by Mr. James Bishop, a London Amateur, now resident in Lima, we hear that a Chess Club has been organised in that city. The Club already comprises about twenty members, of whom one half are Englishmen, and it opened with every prospect of a successful career. We are glad to learn that the WESTMINSTER PAPERS is cordially welcomed in Lima Chess circles, and hope to hear frequently from Mr. Bishop—with whom we have in past time ourselves engaged in many a friendly joust—as to the progress of Chess in South America.

BLACK—Mrs. GILBERT.



WHITE—Mr. HOOD.

Black mates in twelve moves.

SOLUTION.

WHITE.	BLACK.
	26 R takes B
27 P takes R	27 Q to K 6 ch
28 K to Kt 2	28 Q takes K B P
29 Q takes Kt	29 P takes Q
30 R takes K P	30 R to K B sq
31 K R to K sq	31 B takes R
32 Kt takes B	32 Q to B 7 ch
33 K to R 3	33 R to B 6 ch
34 K to Kt 4	34 Q to Kt 7 ch
35 Kt to Kt 3	35 Q takes Kt ch
36 K to R 5	36 R to B 4 ch
36 K to R 6	36 Q to Kt 3, mates

OUR PORTRAIT GALLERY No. 8.—MR. ROBERT B. WORMALD.

MR. ROBERT B. WORMALD is a scion of one of our oldest county families, and was born in the vicinity of York in the year 1834. While yet a schoolboy he evinced remarkable talent for Chess, and it was first displayed as a problem composer in the columns of the *Illustrated London News* at the early age of fifteen. In 1853 he entered Oxford University, and during his undergraduate career he became associated with Brien, Ranken, Wilkinson, Dolby, Valentine Green, and many others whose names are familiar to every reader of the *Old Chess Players' Chronicle*, and whose exploits upon the chequered field had spread the fame of the Hermes Chess Club throughout the entire Chess World. Mr. Wormald obtained his degree in 1857, and coming to London adopted the profession of journalist, devoting much of his leisure to practical Chess play and the composition of problems. In 1858 he played a match with the late Mr. Charles Kenny, a prominent amateur in those days, winning every game, and in 1859 the only other public match in which he has engaged, was fought with Mr. Campbell, then the rising star of English Chess. This match, which was, perhaps, the most stubbornly contested one on record, no fewer than fourteen drawn games having occurred in it, was won by Mr. Campbell with a score of seven to five. Mr. Wormald's *Chess Openings* was produced in 1862. Its success at once placed him among the first analysts of our time, and the new and enlarged edition of the work produced in 1875 was endorsed with the approval of every authority on the subject. Since his arrival in London, twenty years ago, Mr. Wormald has been a constant contributor of problems, analyses and games to the newspaper and periodical literature of Chess, and his life-long friendship with the late Mr. Staunton marked him out as the fittest successor to that gentleman in the post he now worthily fills on the staff of the *Illustrated London News*. His writings are distinguished by scholarly grace and a modesty of statement in Chess analysis, unfortunately somewhat novel to the subject, and his high personal qualities have secured for him the cordial regard of every one that knows him.

HERR LOWENTHAL'S EFFECTS.

A CHINESE Chess Stand, Chess Men, and Shade; Presentation Chess Board, Statu Quo Board, 5 Masonic Aprons, 4 ditto Scarves, 4 Masonic Orders; Gold Watch and Chain, and Ivory Opera Glass. Will be sold by Debenham, Storr, & Co., Garrick Street, Covent Garden, on the 17th of October. Friends of the deceased desiring a memento will find this a good opportunity. The Books, &c., will be sold by Puttick and Simpson in November.

ENGLISH CHESS PROBLEMS*.

THIS selection of the best problems by English composers necessarily presents an easy task to the reviewer. Most of them have already stood the test of contemporary criticism, and having been selected by the composers themselves, may be assumed to be the cream of their productions. Even if we do not admit that an author is the best judge of his own works, it must be conceded that no one has a better title than he to say which of them shall be preserved in a monument to his memory, and which shall be buried with his dead. At all events, anything like detailed criticism of a book containing over six hundred problems is clearly out of the question, and indeed, during the present conflict of opinions upon the subject of problem construction, precise criticism is more likely to provoke controversy among adepts than to instruct students. No one who approaches the task of criticising a Chess problem can be insensible of a feeling that he is about to tread upon delicate ground. He must be conscious too that the main difficulty of his position lies in the circumstance, that the art of problem construction is subject to no rules for the guidance of composer or critic. To the consideration of other art subjects the critic can bring certain elementary rules whose force is acknowledged by all concerned in their application. When examining a picture, for instance, he may discern that the effect which displeases him has its origin in a disposition of the subject upon the canvass, indicating neglect or ignorance of certain accepted rules of the painter's art. In such a case a critic can express in definite terms the rules that have been infringed, and it will be seen that the condemnation of the offender springs from the inexorable nature of a particular law. But where there is no law —as in the case of a Chess problem—where the orthodoxy of the critic is not infrequently rank heresy in the judgment of the composer, what is the value of praise or blame? Approval carries with it no authority, and censure naturally enough, perhaps, is ascribed to some quality in the judge that pronounces the sentence. The difficulty here referred to is incidentally, although not expressly recognised by the Editor of the work in the hints on problem construction which preface it. But it is met unsatisfactorily, as we think, by a sort of aphorism to the effect that genius is never bound by any fixed rules. If this assertion means that the indulgence accorded to genius in art and letters extends to absolute licence, it can be easily disproved. All art creations, among which Chess problems may be classed, are necessarily based upon certain fundamental, or natural laws, and such laws are not obstacles to be removed, they are difficulties to be surmounted. Genius does not make them, nor does that quality consist in ignoring them, but rather in an intuitive perception of their force, and in subjecting them to its power. Genius, as the Brothers Pierce justly observe, will find out the fittest way—and the fittest way is the most natural way—to give expression to the special art of which it is the exponent. But it should not be lost sight of that most persons interested in problems make no pretensions to the possession of genius. To the majority, a critical formulation of rules to be observed in the construction of Chess problems would be a welcome boon. We look in vain through these hints on problem construction for any attempt to accomplish such a desirable undertaking. The hints as regards instruction are on a par with those said to be as good as a nod to a blind horse.

Experienced composers and solvers will readily perceive the author's meaning, but they will learn nothing by the perception. On the other hand it can afford the student no instruction to be told in reference to the construction of Chess problems, that there should be a "certain affinity between the idea and its expression," or as regards the strategy, that there is a "nameless something" which constitutes the strength of the position.

The observations upon the principle of economy of force are so clearly put forward, that we cannot help regretting the authors did not enter more at large into the subject of problem composition. As experienced composers, the brothers Pierce are well fitted for the task, and it is one that might have been expected from them in such a work as the one under notice, if they touched the subject at all. There can be little doubt that they were deterred from doing so from a fear of being thought guilty of an attempt to dictate to genius; and to some such bugbear we are inclined to ascribe much, if not all of the vagueness of which we have complained. They should have taken heart of grace from Mr. Carpenter's *Definitions*. Is there any Chess-player that cannot remember the outcry raised against that bold effort to formulate laws for problem construction? In the matter of dual moves, specially Mr. Carpenter's *Definitions*, were resented as a presumptuous attempt to dictate to genius, and genius was at once taken under the goose-quill wing of every dilettante problem fancier that had notions to ventilate upon the subject. The whirligig of time must be considered to have brought about its revenges for Mr. Carpenter, when we find the following unintentional tribute to his dual move theory, rendered by the editors of English Chess problems:—

> With a more subtle range of ideas and stratagems, a greater punctiliousness obtained to avoid dual methods of solution in reply to any particular form of defence; and, while richness or variety of play is almost always aimed at, a single line of attack in each variation is deemed almost indispensable. To this æsthetic sense of fitness and purity may be attributed the excellency of modern problems over those of earlier date.

We have described this tribute as unintentional, because the context shows that Messrs. Pierce had not Mr. Carpenter in their minds until later on, when they came to write of "some" who would trammel

* English Chess Problems. Edited by James Pierce, M.A., and W. Timbrell Pierce. London; Longmans, Green, & Co.

the genius—the bugbear again—of an author by a set of hard and fast "grammatical" rules. But tribute it is, nevertheless, for although Messrs. Pierce do not seem to be aware of it, no one, critic or composer, thought anything of dual methods of solution in reply to any particular form of defence before the publication of Mr. Carpenter's Definitions. It is doubtful, indeed, if anyone bestowed more than a casual glance at the variations. They were certainly never scrutinised with anything approaching the care they have received since. It was a conscientious study of the greatest masters of problem art that led Mr. Carpenter to note the irrelevancy of dual moves, and it was "an æsthetic sense of fitness" that induced him to denounce them.

We might, if it was necessary, demur to Messrs. Pierce's definition of the *Definitions* as hard and fast grammatical rules. They are not grammatical, and they were never intended to be hard and fast. They resemble rather the Unities of the classic drama, and these, when not literally interpreted, or enforced with pedantry, are universally acknowledged to be founded on the soundest rules of critical art. A fuller acquaintance with Mr. Carpenter's writings upon the subject of dual moves would have satistified the editors that from the first that gentleman's views have been as liberal as any that have been lately expressed, and the growing approval of these views in the public mind should have encouraged Messrs. Pierce to emulation in a similar direction.

For the manner in which the editorial part of the work has been performed we have nothing but unqualified praise. The task of collating, and to some extent examining, over six hundred Chess problems was necessarily a laborious one, and the service to English Chess the compilation of such a work has rendered deserves the heartiest thanks of every English Chess-player. The book is divided into three parts: modern English problems, problems by deceased English authors, and new problems specially composed for the work. In the first part fifty-three composers are represented by problems of their own selection, the second comprises the editor's selection, made, with commendable judgment, from the works of Angas, Bolton, Bone, J. B. of Bridport, R. A. Brown, Lewis, and Smith; and the third contains forty-three new problems. It would be invidious to select any of these last for special praise, where all are distinguished by some special excellence. The remarkable accuracy of the problems in this part of the work—there is, we believe, only one exception—reflects the highest credit upon the editors, and upon Mr. Andrews, whose invaluable assistance in preparing it for the press is gracefully acknowledged. Taking the work as a whole, it is one of which every English Chess player should feel proud. Whatever may be the position of British Chess in the domain of practical play, this book furnishes incontestable evidence that in the realm of problem construction the English school ranks second to that of no other nation.

In pursuance of a time-honoured custom which enjoins the production of specimens from a book reviewed, we append a pair of three-movers from English Chess Problems.

By C. Callander.

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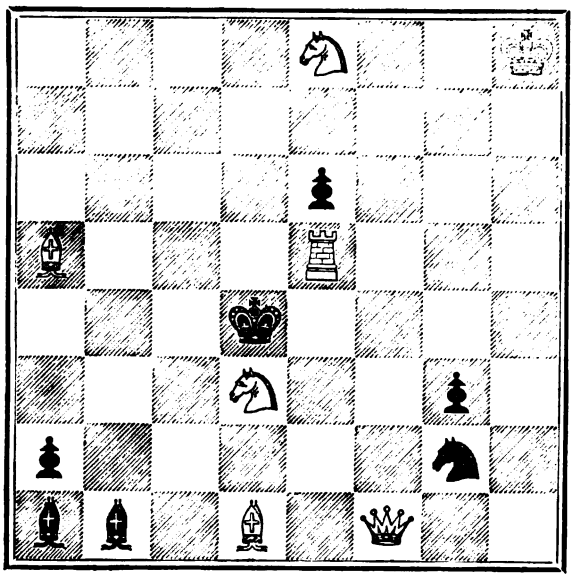

WHITE.

White to play and mate in three moves.

By J. W. Abbott.

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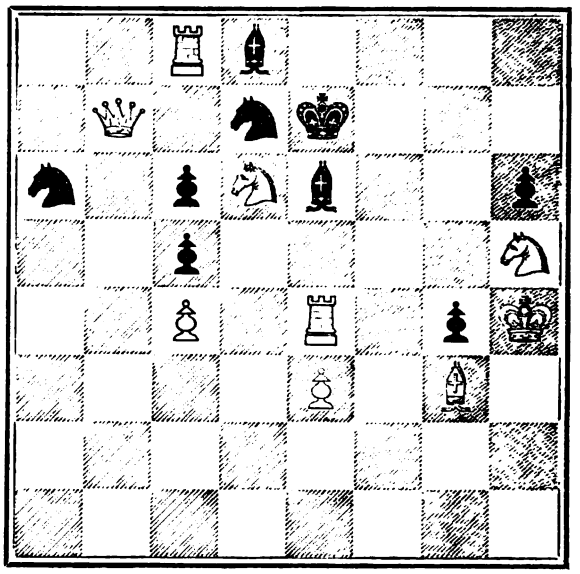

WHITE.

White to play and mate in three moves.

PROBLEMS.

PROBLEM No. 843.—By J. PIERCE, M.A.

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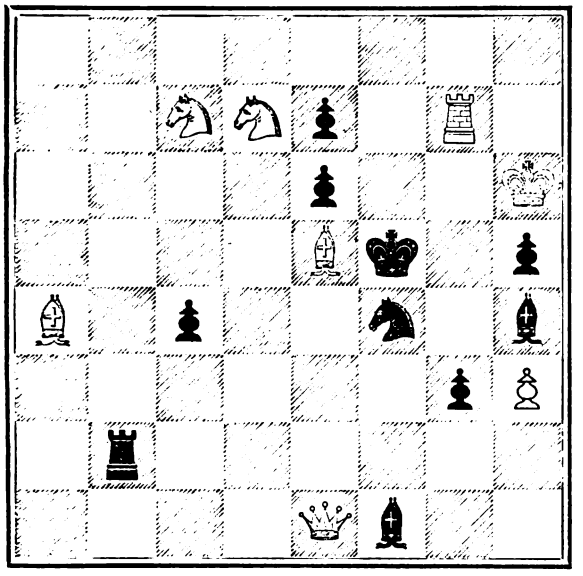

WHITE.

White to play and mate in three moves.

PROBLEM No. 844.—By C. W., of Sunbury.

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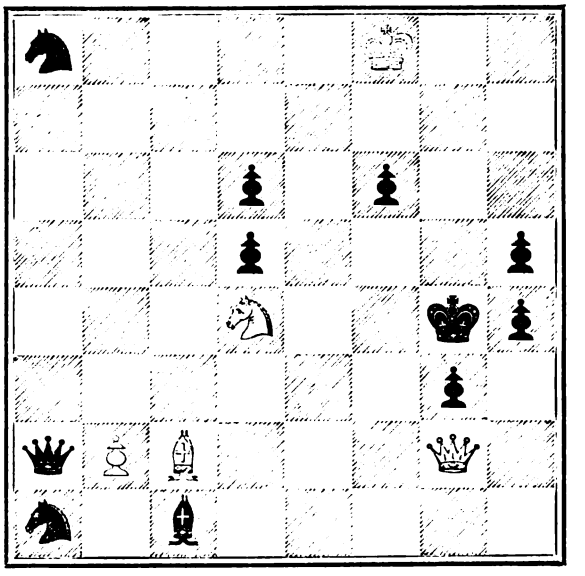

WHITE.

White to play and mate in four moves.

PROBLEM 845.—By J. W. ABBOTT.

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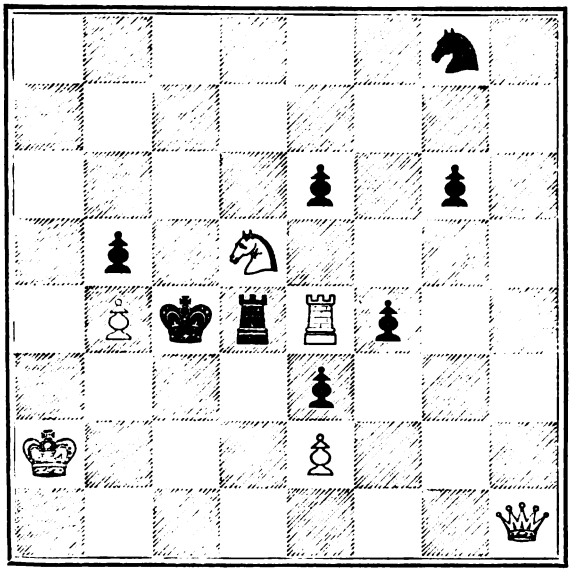

WHITE.

White to play and mate in three moves.

PROBLEM 846.—By J. KLING.

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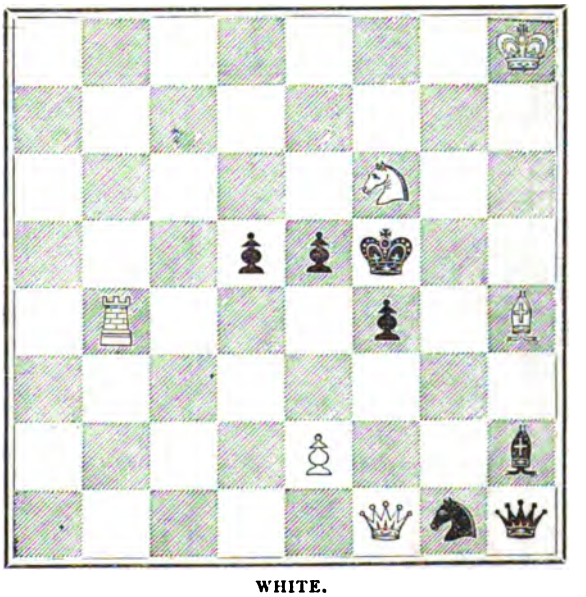

WHITE.

White to play and mate in four moves.

PROBLEMS.

847.—By W. T. Pierce.

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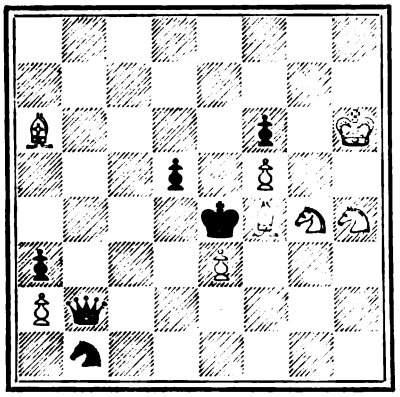

WHITE.

White to play and mate in two moves.

No. 848.—By J. P. Taylor.

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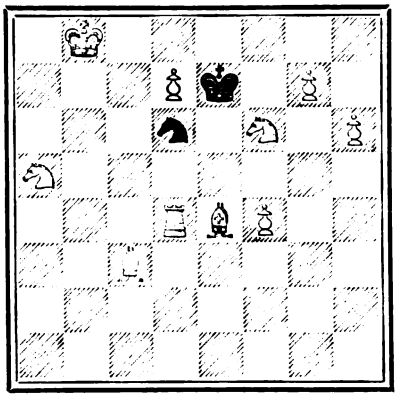

WHITE.

White to play and mate in two moves.

No. 849.—By D. W. Clark, of Siberia.

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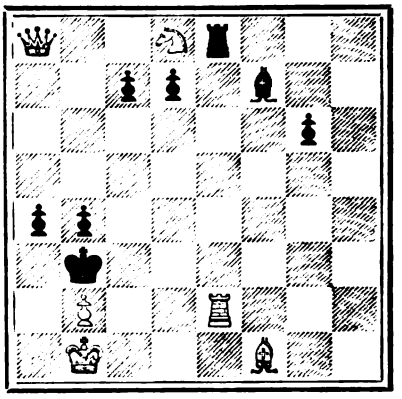

WHITE.

White to play and mate in two moves.

No. 850—By J. Crake, Hull.

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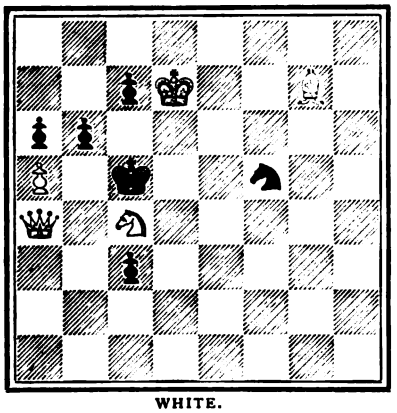

WHITE.

White to play and mate in three moves.

No. 851.—By Victor Gorgias.

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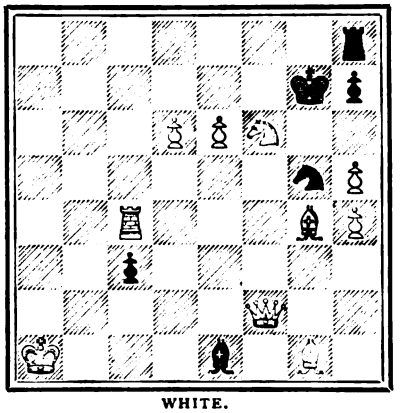

WHITE.

White to play and mate in three moves.

No. 852.—By J. E. Vernon.

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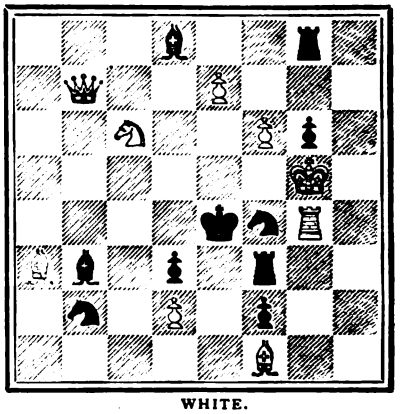

WHITE.

White to play and mate in three moves.

No. 853.—By B. S. Wash.

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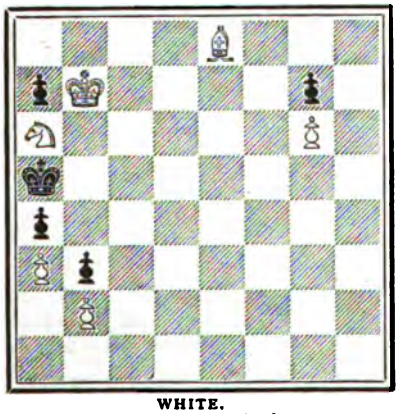

WHITE.

White to play and mate in four moves.

No. 854.—By Robert Braune.

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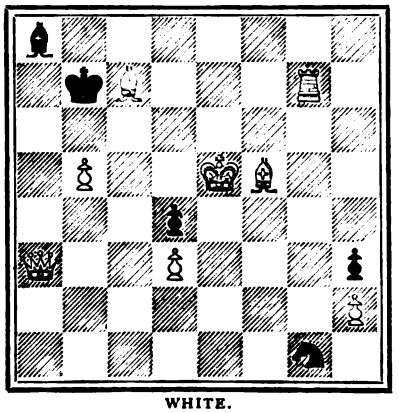

WHITE.

White to play and self-mate in four moves.

No. 855.—By F. W. Martindale.

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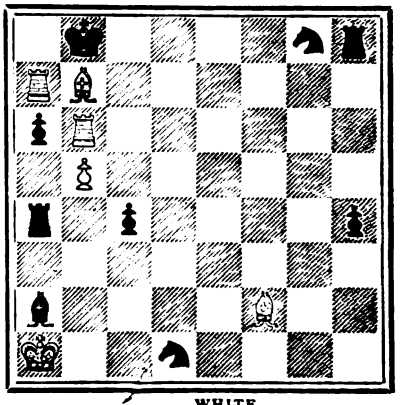


WHITE.

White to play and mate in ten moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 199.

Irregular Opening.

Mr. ROBERTS. White.	Mr. P. WARE, Jun. Black.
1 P to K 4	1 P to Q 4
2 P takes P	2 Q takes P
3 P to Q 4 (a)	3 B to B 4
4 P to Q B 4	4 Q to Q 2
5 B to K 3	5 P to Q B 3 (b)
6 Q to Kt 3 (c)	6 P to K 3
7 Q Kt to B 3	7 Kt to B 3
8 R to Q sq	8 B to K 2
9 Kt to B 3	9 Castles
10 B to K 2	10 Q to B 2
11 Kt to K R 4 (d)	11 B to K Kt 5
12 P to B 3	12 B to R 4
13 P to Kt 4 (e)	13 Kt takes P
14 P takes Kt	14 B takes Kt ch
15 K to Q 2	15 B to Kt 3
16 Q R to K B sq	16 B to K 2 (f)
17 P to K R 4	17 P to K B 3 (g)
18 P to B 5	18 B to B 2
19 B to Q B 4	19 Q to Q 2
20 P to Q R 4 (h)	20 B takes P
21 K to B 2	21 B to Q Kt 3 (i)
22 P to Kt 5	22 P to B 4
23 P to K R 5	23 P to K 4
24 P takes P	24 Q B takes B (k)
25 Q takes B ch	25 K to R sq
26 P to K 6	26 Q to K 2
27 B takes B	27 P takes B
28 P to R 6 (l)	28 Kt to R 3 (m)
29 Q R to K Kt sq	29 P to Kt 3
30 Q to Q 4 ch	30 K to Kt sq
31 Q takes P	31 Kt to Kt 5 ch
32 K to Kt sq	32 P to B 4
33 R to Q sq	33 R to R 3
34 R to Q 7	34 Q takes R
35 Q takes R	35 Q to B 3
36 Q takes Q	36 Kt takes Q
37 Kt to Q 5	37 K to R sq (n)
38 Kt to B 6	38 R to Q sq
39 R to K sq	39 Kt to K 2
40 K to B 2	40 P to K B 5
41 R to Q sq	41 R to Q 5 (o)
42 R takes R	42 P takes R
43 K to Q 3	43 P to B 6
44 P to Q Kt 4	44 Kt to B 3
45 P to Kt 5	45 P to B 7 (p)
46 K to K 2	46 P to Q 6 ch
47 K takes B P	47 P to Q 7
48 K to K 2	48 Kt to Q 5 ch
49 K takes P	49 Kt takes K P
50 P to R 5	50 Kt to B 2
51 P to R 6	Black resigns

(a) The usual move at this juncture, 3 Kt to Q B 3, is certainly better.

(b) Waste of time. 5 P to K 3 ought to have been played.

(c) White should develope his pieces on the King's side.

(d) A premature attack. White should Castle.

(e) The move loses a Pawn and gets no advantage in position. 13 P to K Kt 3, followed up by 14 Kt to Kt 2, seems the best.

(f) Very injudicious: the Bishop should remain at R 5, and stop the advance of the adverse K R P.

(g) P to K R 3 was preferable; the move in the text weakens Black's game in the centre.

(h) White should play his King to B sq.

(i) He could capture the Q P without danger.

(k) If 24 K B takes B, White rejoins with 25 P to K 6.

(l) 28 R to Q sq, preventing the development of the adverse Knight, was stronger.

(m) If 28 P to Kt 3, then 29 R to Q sq.

(n) The Black King retires to the extreme corner of his realm to witness the slaughter of the last of his faithful servants.

(o) If 41 R takes R, 42 K takes R, 42 Kt to B 4, 43 K to K sq, 43 P to Q B 5 [there is nothing better], 44 P to R 5, 44 P to K B 6, 45 K to B 2, &c.

(p) A spirited but vain attempt to save the day.

GAME 200.

Irregular Opening.

White. Mr. WARE.	Black. Mr. ELSON.
1 P to Q 4	1 P to K B 4
2 P to K B 4 (a)	2 P to K 3 B 3
3 Kt to K B 3	3 Kt to K
4 P to K 3	4 P to Q Kt 3
5 B to K 2	5 B to Kt 2
6 Castles	6 B to K 2
7 Kt to K 5 (b)	7 Castles
8 B to B 3	8 Kt to K 5
9 P to Q B 4	9 P to Q 3
10 Kt to Q 3	10 Kt to Q 2
11 Kt to B 3 (c)	11 Q Kt to B 3
12 Kt to B 2	12 P to Q 4 (d)
13 Q Kt takes Kt	13 Kt takes Kt
14 B takes Kt (e)	14 B P takes B
15 P to Q Kt 3	15 B to R 3
16 Q to B 2	16 R to Q B sq
17 R to K sq	17 P to B 4
18 B to Kt 2	18 B P takes P (f)
19 B takes P	19 B to B 3
20 Q R to Q sq	20 B to Kt 2
21 Q to K 2	21 Q to K 2
22 P takes P (g)	22 P takes P
23 Kt to Kt 4	23 B takes B
24 R takes B	24 R to Q B 2
25 P to K Kt 3	25 K R to Q B sq
26 K R to Q sq	26 R to B 7
27 Q R to Q 2	27 Q to B 4
28 Kt to K 5	28 R takes R (h)
29 Q takes R	29 Q to B 6
30 K to B 2	30 Q takes Q ch
31 R takes Q	31 K to B sq
32 P to K Kt 4	32 K to K 2
33 P to Kt 5	33 K to K 3
34 K to Kt 3	34 R to B 6
35 K to B 2	35 R to B 2 (i)
36 P to K R 3	36 B to B sq
37 P to K R 4	37 B to Kt 2
38 R to Kt 2	38 K to B 4
39 R to Q 2	39 B to R sq
40 P to R 5	40 B to Kt 2
41 K to Kt 3	41 R to B 6
42 K to B 2	42 R to B 2
43 K to K 2	43 B to R sq
44 K to B sq	44 R to B 6
45 K to K 2	45 R to B 2
46 P to Kt 6	46 P takes P
47 P takes P	47 B to Kt 2
48 R to Kt 2	48 B to R sq (k)
49 R to Q 2	49 B to Kt 2
50 P to Kt 4	50 P to Kt 4 (l)
51 Kt to B 7	51 B to R sq (m)
52 Kt to Q 6 ch	52 K takes P
53 Kt takes P	53 R to B 5
54 P to R 3	54 P to R 3
55 Kt to Q 4	55 R to B 2 (n)
56 R to B 2 (o)	56 R takes R ch
57 Kt takes R	57 B to B 3
58 K to Q 2	58 K to B 3
59 K to B 3	59 P to Kt 4
60 P takes P ch	60 K takes P
61 Kt to Q 4	61 B to Q 2
62 Kt to K 2	62 K to Kt 5
63 K to Q 4	63 K to B 6
64 Kt to B 3	64 B to B 3
65 P to Q R 4	65 B to Q 2
66 P to Kt 5	66 P takes P
67 P takes P	67 B to K sq
68 P to Kt 6	68 B to B 3
69 Kt to Kt 5	69 B takes Kt
70 P to Kt 7	70 B to B 5
71 P to Kt 8 (Q)	71 K to K 7
72 Q to R 7 ch	72 K to Q 8
73 Q to K B 7	Resigns.

(a) Leaving the King's Pawn in a lamentable position.

(b) A premature sortie.

(c) White should first capture the Knight.

(d) 12 Kt takes Q Kt, doubling the adverse Q B P, was the right rejoinder.

(e) White should take with the Knight, und if Black retake with the Pawn, White retires his Bishop to K 2. The move in the text leaves White's Queen's flank very weak.

(f) Black concentrated his forces in the preceding moves against White's weakest point, the Q B P, but here he fails to obtain decisive advantage by playing 18 P to Q Kt 4.

(g) White persists in playing the opponent's game. He undoubles an adverse pawn and opens the Q B file for the hostile Rooks.

(h) A premature exchange, which forfeits the advantage in position. 28 Q to B 6 was a good rejoinder.

(i) An unnecessary retreat. 35 B to R 3, followed up by R to B 8, was certainly a more promising course.

(k) Black's Rook and Bishop seem to be afflicted by a monomania for certain squares, the former for Q B 2 and the latter for Q R sq. It is impossible to find any other reason for the endless re,

petition of these moves. Black should proceed with 48 R to B sq, threatening 49 R to K R sq. If White reply 49 Kt to B 7, then 49 K takes P, 50 Kt to Q 6, 50 B to R 3 ch, &c.

(l) A useless advance.

(m) Why not 51 K takes P? If 52 Kt to Q 6, then 52 B to B 3.

(n) Seeking, for the last time, the favourite square. Black should play 55 B to Kt 2.

(o) The forcing rejoinder. After the exchange of Rooks, the State must conquer the Church.

GAME 201.

Irregular Opening

White. Mr. Elson.	Black. Mr. Ware.
1 P to K 4	1 P to Q 4
2 P takes P	2 Q takes P
3 Kt to Q B 3	3 Q to Q sq
4 B to B 4	4 P to Q B 3 (a)
5 Kt to K B 3	5 B to Kt 5
6 B takes P ch	6 K to Q 2
7 Kt to K 5 ch	7 K to B sq
8 Q takes B ch	8 K to B 2
9 B takes Kt (b)	9 R takes B
10 Q to K 6	10 Q to Q 3
11 Q takes Q ch (c)	11 P takes Q
12 Kt to B 3	12 Kt to Q 2
13 Castles	13 B to K 2
14 P to Q 4	14 P to K R 3
15 B to B 4	15 Kt to B 3
16 K R to K sq	16 K to Q 2
17 Q R to Q sq	17 P to K Kt 4
18 B to Kt 3	18 P to Q R 3
19 Kt to K 4	19 Kt to R 4
20 P to B 4	20 Q R to K B sq
21 P to B 5	21 Kt takes B
22 B P takes Kt	22 P to Kt 5
23 P takes P	23 B takes P
24 Kt to K 5 ch	24 K to B 2
25 Kt takes B	25 K takes Kt
26 R to K B sq	26 R takes R ch
27 R takes R	27 K to Q 4
28 R to B 4	28 P to Q B 4
29 R takes P (d)	29 R to Q B sq
30 Kt to B 3	30 R to B 3
31 P takes P	31 R takes P
32 R to Q 4 ch	32 K to K 3
33 R to K 4 ch	33 K to B 3
34 R to Q Kt 4	34 P to Q Kt 4
35 P to Q R 4	35 P takes P
36 R takes P	36 R to B 8 ch
37 K to B 2	37 R to B 7 ch
38 K to B sq	38 R takes P
39 R takes P ch	
And wins.	

(a) Black's fourth move is to no purpose, the fifth a mistake, and the sixth a blunder.

(b) Anything may be done now, but White should try to bring the game to a speedy end by 9 P to Q 4, 9 Kt to B 3, 10 Q to Kt 3, 10 P to K 3, 11 B to K B 4.

(c) The Rook could be safely taken, *e.g.*:

11 Q takes R	11 Q takes Kt ch
12 Kt to K 2	12 Kt to Q 2
13 P to Q 4	

(d) 29 Kt takes P would shorten this extraordinary specimen of tourney-games.

GAME 202.

Ruy Lopez.

White. Mr. Barbour.	Black. Mr. Mason.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 Kt to B 3
4 Castles	4 P to Q 3
5 Kt to B 3	5 B to K 2
6 P to Q 4 (a)	6 B to Q 2
7 P to Q 5	7 Q Kt to Kt sq
8 B to Q 3	8 Castles
9 P to K R 3	9 P to Q R 3 (b)
10 Kt to R 2 (c)	10 P to B 4
11 P to B 4	11 P to Q Kt 4
12 P to Q Kt 3	12 Q to Kt 3
13 Q to K sq (d)	13 P to Kt 5
14 Kt to Q sq	14 B to Kt 4
15 P takes P	15 P takes P
16 K to R sq	16 Q Kt to Q 2
17 Kt to K 3	17 Kt to K sq
18 Kt to B 5	18 B to Q sq (e)
19 P to R 3 (f)	19 B takes B
20 P takes B	20 P takes P
21 R takes P	21 P to Q R 4
22 B to Q 2	22 R to R 3
23 Kt to B 3	23 K to R sq
24 B to B 3	24 P to B 3
25 Kt to Q 2	25 Q to Kt 4
26 Kt to B 4	26 P to Kt 3
27 Q Kt to K 3	27 Kt to Kt 2
28 P to K Kt 4 (g)	28 K to Kt sq
29 Q to Q sq	29 Kt to K sq
30 R to B 2	30 Kt to Q 3
31 Kt takes Kt	31 R takes Kt
32 Kt to B 4	32 R to R 3
33 K R to Q R 2	33 B to B 2
34 B takes R P	34 B takes B
35 R takes B	35 R takes R
36 R takes R	36 Q to Kt 2
37 Q to B 2	37 R to Kt sq
38 Kt to Q 2	38 P to B 4 (h)
39 Kt P takes P	39 P takes P
40 R to R sq	40 P to K B 5
41 R to Kt sq ch	41 K to R sq
42 Kt to B 4 (i)	42 Q to R 3
43 Q to Q Kt 2	43 Q to K B 3
44 Q to K Kt 2	44 R to K B sq (k)
45 Q to Kt 5	45 P to R 3
46 Q takes Q ch	46 R takes Q
47 K to Kt 2	47 R to R 3
48 K to B 3	48 K to R 2
49 P to R 4	49 R to R 7
50 K to Kt 4	50 K to Kt 3
51 K to R 3 dis ch	51 K to R 2
52 P to R 5	52 R to K B 7
53 K to Kt 4	53 R to K R 7
54 K to B 5	54 R takes P ch
55 K to K 6	55 Kt to B sq ch
56 K to B 7	56 Kt to Q 2
57 K to K 7	57 Kt to Kt sq
58 K to Q 6	58 R to R 7
59 Kt takes P (l)	59 R to Q Kt 7
60 K takes P	60 R takes P
61 R to K B sq	61 Kt to R 3 ch
62 K to B 4	62 R to Kt 5 ch
63 K to B 3	63 R to Kt 3
64 R takes P	64 P to R 4
65 R to R 4	65 K to R 3
66 Kt to B 3	66 Kt to B 4
67 K to Q 4	67 Kt to Q 2
68 R to B 4	68 R to Kt 5 ch
69 K to K 3	69 R to Kt 4
70 R to B 7	70 Kt to Kt 3
71 R to B 6 ch	71 K to Kt 2
72 R to Q B 6	72 Kt takes P ch
73 P takes Kt	73 R takes P
74 K to K 4	74 R to Q sq
75 Kt to K 5	75 R to K B sq
76 R to Kt 6 ch (m)	76 K to R 2
77 R to Kt 5	77 K to R 3
78 R to Kt 3	78 P to R 5
79 R to Kt 4	79 K to R 4
80 R takes P ch	80 K to Kt 4
81 R to Kt 4 ch	81 K to R 4
82 R to Kt 7	82 K to R 3
83 R to Kt sq	83 R to Q Kt sq
84 P to Q 4	84 R to Kt 5
85 Kt to B 7 ch	85 K to R 2
86 K to K 5	86 R to Kt 4 ch
87 P to Q 5 (n)	87 R takes P ch
88 K to B 6	88 R to B 4 ch
89 K to K 7	89 R to Q R 4
90 R to R ch	90 K to Kt 2
91 R to Kt ch	91 K to R 2
Drawn.	

(a) White gets the best game here by 6 B takes Kt ch, 6 P takes B, 7 P to K R 3, 7 Castles, 8 P to Q 3.

(b) 9 P to B 4, and 10 Q to Kt 3 would not only save time but could be joined at once by the development of Q Kt at R 3.

(c) I prefer Kt to K 2 and P to B 4.

(d) B to K 3 was the best reply, if then B P to Kt 5, White rejoins with 14 Kt to Kt sq and 15 Kt to Q 2.

(e) 18 B to K B 3 seems better.

(f) The opening of the game on this point is premature. It becomes favourable for White, because Black advances imprudently his Q R P at the 21st move.

(g) It is evident that White would gain nothing if he take the adverse R P at once.

(h) Although a Pawn behind, Black has an even game, but this hazardous advance ought to prove suicidal.

(i) A powerful rejoinder. White threatens to force the game by Q to K Kt 2.

(k) If 44 P to B 6, White replies 45 Q to Kt 4, 45 P to B 7, 46 R to K B sq, An attempt to prevent the attack at the cost of the Knight would be unsuccessful. as the continuation will show.

	46 R takes P
47 Q takes Kt	47 Q to B 6 ch
48 K to R 2	48 R takes P
49 Q to K 8 ch	49 K to Kt 2
50 Q takes P ch	50 K to Kt sq
51 Q to K 6 ch	51 K to R sq
52 Q to Kt 4	

(l) 59 R to K R sq, 59 R to K Kt 7, 60 K to B 7, 60 R to Kt sq, 61 R to R 8, would have brought to an end the days of the unfortunate Knight.

(m) Why the Pawn does not advance to Queen is a mystery which our readers cannot expect us to explain.

(n) 87 K to K 6 wins, of course, in a few moves, but the evergreen stale-mate idea required a new illustration.

(o) The particular points in this end-game are of such a nature that they do not require any analysis. *Risam teneatis amici.*

GAME 203.

Sicilian Opening.

White. Mr. Davidson	Black. Mr. Judd.
1 P to K 4	1 P to Q B 4
2 K Kt to B 3	2 P to K 3
3 Kt to B 3	3 Q Kt to B 3
4 P to Q 4	4 P takes P
5 Kt takes P	5 K Kt to K 2 (a)
6 B to K 2 (b)	6 P to Q 4
7 Castles	7 Kt takes Kt
8 Q takes Kt	8 Kt to B 3
9 Q to R 4	9 P to Q 5
10 Kt to Kt 5	10 P to B 3 (c)
11 P to Q B 3 (d)	11 P takes P
12 B to K B 4	12 P to K 4
13 Q R to Q sq	13 B to Q 2 (e)
14 B to Kt 4	14 Kt to Q 5
15 B takes B ch	15 Q takes B
16 R takes Kt (f)	16 P takes R
17 Kt to B 7 ch	17 K to Q sq
18 Q takes Q ch	18 K takes Q
19 Kt takes R	19 B to Q 3 (g)
20 B takes B	20 K takes B
21 P takes P	21 P takes P
22 R to Q ch	22 K to B 3
23 R to Q B sq	23 R takes Kt
24 R takes P ch	24 K to Kt 3 (h)
25 K to B sq	25 R to Q sq
26 K to K 2	26 R to Q 2
27 K to K 3	27 R to Q B 2
28 R to Q 3	28 K to B 4
29 P to K B 4	29 P to Q Kt 4
30 R to B 3 ch	30 K to Q 3
31 R takes R	31 K takes R
32 K to Q 4	32 K to B 3
33 P to K 5	33 P takes P ch
34 P takes P	34 P to Q R 3
35 P to K 6	35 K to Q 3
36 P to K 7	36 K takes P
37 K to B 5	37 K to K 3
38 K to Kt 6	38 K to Q 4
39 K takes P	39 K to B 4 (i)
40 K to Kt 7	40 P to Kt 5
41 K to B 7	41 K to Kt 4
42 K to Q 6	42 K to R 5
43 K to B 6	43 K to R 4
44 K to B 5	44 K to R 5
45 K to Kt 6	45 P to Kt 6
46 P takes P ch	46 K takes P
47 K to B 5	47 K to B 6
48 K to Q 6	48 K to Q 5
49 K to K 6	49 K to K 6
50 K to B 7	50 K to B 7 (k)
51 K takes P	51 K takes P
52 P to R 4	52 P to R 4
53 K to Kt 6	53 K to Kt 6
54 K takes P	54 K to B 5
55 K to Kt 6	Resigns.

(a) A very unsound novelty.

(b) 6 K Kt to Kt 5 was clearly the best rejoinder.

(c) Necessary to prepare the advance of the K P, which is the only reply to the threatened rejoinder, B to K B 4.

(d) The first move of a complicated and fine combination, which, however, leads, after a series of exchanges, to an ending where I would take Black's game for choice. Mr. Davidson displays a faculty common to nearly all rising young players: to make combinations, not for victory's, but for combination's sake.

(e) Forced—if 13 Q to Kt 3 wins by 14 B to K 3.

(f) A most interesting struggle would occur should White try to preserve the exchange. The game would proceed as follows:—

16 Kt to B 7 ch	16 K to Q sq
17 Q takes Q ch	17 Kt takes Q
18 Kt takes R	18 P takes P best
19 R takes Kt ch	19 P takes R
(or A)	
20 Kt to B 7	20 B to Q 3
21 B takes B	
21 [Kt to Q 5, 21 R to Q B sq, 22 B to Q 2, 22 B to R 6]	
	21 K takes B
22 Kt to Kt 5 ch	22 K to K 4
23 P to B 4 ch (or *)	
[23 R to Q Kt sq, 23 R to Q B sq, 24 P to B 4 ch, 24 K takes B P, 25 R takes P, 25 K to K 6, &c.	
	23 K takes P
24 R to Q Kt sq	24 K to K 6
25 R takes P	25 R to Q B sq
26 R to Kt sq	26 P to Q 6
(*)	
23 Kt to R 3	23 R to Q B sq
24 R to K sq	
(There is nothing better).	
	24 R to B 8
25 K to B sq	25 P to Q 6
26 Kt to Kt sq	26 P to K Kt 4
27 R to Q 2	27 K to Q 5
28 Kt to Kt 3 ch	28 K to B 6
29 R takes R ch	29 P takes R, Queening
30 Kt takes Q	30 P to Q 7
31 Kt to K 2 ch	31 K to Kt 7
(A)	
19 R to Q Kt sq	19 B to R 6

Much stronger than 19 Kt to K 7 ch, and 20 Kt takes B, as White would then obtain the advantage by 21 R takes P, 21 P to Q Kt 3, 22 Kt takes P ch, 22 P takes Kt, 23 R takes P)—

20 K R to Q sq	20 R takes Kt
21 B to K 3	21 R to Q B sq

and Black's Pawns are more than a match for the best exchange.

(g) 19 P takes P would lead to the position examined in the previous note. 19 P to B 7 would be fatal on account of 20 Kt to B 7, 20 B to Q 3, 21 Kt to Q 5 21 B takes B, 22 Kt takes B, 22 R to Q B sq, 23 Kt to Q 3

(h) Throwing away the better game. Black should play 24 K to Q 3.

(i) 39 K to B 5, and 40 P to Kt 5 was the simplest way of proceeding.

(k) Giving the draw away, which could be easily obtained by 50 P to Kt 4.

GAME 204.

Scotch Game.

White. Mr. Judd.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to B 4
5 B to K 3	5 Q to B 3
6 P to Q B 3	6 Q to Kt 3 (a)
7 Kt to Q 2	7 Kt takes Kt
8 P takes Kt	8 B to Kt 5
9 Q to B 2	9 P to Q B 3
10 P to B 3 (b)	10 Kt to K 2
11 P to K Kt 3	11 P to Q 4
12 B to Q 3	12 P takes P
13 P takes P	13 B to K Kt 5 (c)
14 Castles	14 B takes Kt
15 B takes B (d)	15 Q to Q 3
16 B to B 3	16 P to K R 4
17 Q to K B 2	17 P to K B 4 (e)
18 P takes P	18 B to R 6
19 K R to K sq	19 Castles Q R
20 R to K 6	20 Q to B 2
21 Q R to K sq	21 Kt to Q 4
22 B to Q 2	22 Q to K B 2
23 B to K Kt 5	23 Q R to K sq
24 Q to K 2	24 Kt to B 2
25 R to K 5 (f)	25 R takes R
26 P takes R	26 B takes P
27 Q to K B 2	27 B to Kt 3
28 B takes B (g)	28 Q takes B
29 B to B 4	29 R to B sq
30 K to R sq	30 P to Kt 3
31 Q to B 3	31 K to Kt 2 (h)
32 R to Q sq	32 Kt to Q 4
33 P to K R 4	33 Q to K 3
34 K to Kt 2	34 R to B 4
35 P to R 3	35 P to R 4
36 R to Q B sq	36 P to K Kt 4 (i)
37 P takes P	37 P to K R 5
38 R to K B sq	38 Q to B 2
39 Q to K 4 (k)	39 P takes P
40 P to K 6 (l)	40 Q to R 2
41 P to K 7 (m)	41 Q to R 7 ch
42 K to B 3	42 P to Kt 7
Resigns	

(a) The usual move at this juncture is K Kt to K 2. The move in the text seems premature.

(b) Why not at once 10 P to K Kt 3?

(c) 15 B to R 6 seems more to the purpose.

(d) 15 Q takes B was stronger.

(e) An unsound sacrifice which ought to prove fatal.

(f) A very weak continuation which loses an important pawn. White should play 25 R to K 7, and if Black rejoin with 25 Q to Q 4, White proceeds with 26 Q to K 4.

(g) White has the inferior position of Pawns, but the advantage of two Bishops which he throws away injudiciously The proper rejoinder was 28 Q takes Q.

(h) 31 Kt to Q 4, at once, was certainly stronger.

(i) A manœuvre which offered many

chances to carry the game by direct assault without exposing the own game to danger. The finishing moves are played by Mr. Bird, in his best style.

(k) 39 Q to Kt 4 was better, Black must proceed then with 39 Kt to K 6 ch, [39 P takes P, 40 P to Kt 6] 40 B takes Kt, 40 R takes R, 41 B to B 4 [41 P to K 6, 41 P to R 6 ch, and mate follows in three more moves,] 41 R to Q Kt 8, 42 P to K 6, and the game is by no means unfavourable for White.

(l) Playing the opponent's game. White ought to play 40 K takes P, and after, 40 Kt takes B, [40 Q to Kt 3, 41 Q to Q 4 leads to nothing] 41 R takes Kt, 41 R take P ch, 42 R to Kt 4, the game is even.

(m) There is nothing to be done: If 41 K take P, 41 R takes P ch, 42 Kt to B 3, 42 Q to R 4 ch, 43 K to B 2, 43 Kt takes B.

GAME 205.

French Opening

White. Mr. Mason.	Black. Mr. Martinez.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Kt to Q B 3	3 B to Kt 5
4 P takes P	4 P takes P
5 Kt to K B 3	5 Kt to K B 3
6 B to Q 3	6 Castles
7 Castles	7 B to Q 3 (a)
8 B to K Kt 5	8 P to B 3
9 Q to Q 2	9 B to K 3
10 Q R to K sq (b)	10 Q Kt to Q 2
11 Kt to K 2	11 Q to B 2 (c)
12 Kt to Kt 3	12 K R to K sq
13 B takes Kt	13 Kt takes B
14 Kt to K 5	14 Kt to Q 2
15 Q to Kt 5 (d)	15 P to K B 3 (e)
16 Q to R 5	16 P takes Kt (f)
17 Q takes R P ch	17 K to B sq
18 B to Kt 6	18 B to Kt sq (g)
19 Q to R 8	19 R to K 3
20 P to K B 4	20 R takes B (h)
21 P takes P dis ch	21 Kt to B 3 (i)
22 P takes Kt	22 P takes P
23 R takes P ch	23 R takes R
24 Q takes R ch	24 B to B 2
25 Kt to B 5 and wins	

(a) Black has clearly lost a move.

(b) 10 K R to K sq seems better.

(c) 11 Q to Kt 3 was preferable.

(d) The first move of a very ingenious combination which Mr. Mason carries through with rare skill and ability. The whole scheme, however, depended upon a weak reply of the opponent; it must be, therefore, proscribed in the illegitimate realm of traps.

(e) If 1 Kt to B sq, White replies 16 Kt to R 5.

(f) He should play 16 Kt to B sq.

(g) 18 Kt to B 3 was the proper reply.

(h) Suicidal: the right continuation was:

	20 P to K 5
21 P to B 5	21 R to K 2
[21 R to B 3, 22 Kt to R 5]	
22 Kt to B 5	22 Kt to B 3 best
23 Kt takes Kt	23 P takes Kt
24 Q takes P ch	24 R to B 2

[24 B to B 2, 25 Q to R 8 ch, 25 B to Kt sq, 26 Q to R 6 ch, 26 R to Kt 2, 27 P to B 6]

25 B takes R	25 B takes B
26 Q to R 8 ch &c.	

(i) If 21 K to K 2, 22 P takes B double ch, 22 K takes P, 23 Kt to B 5 ch and mate.

GAME 206.

Irregular Opening.

White. Mr. Barbour.	Black. Mr. Judd.
1 P to K 3	1 P to Q B 4
2 P to Q Kt 3 (a)	2 P to K 3
3 B to Kt 2	3 Q Kt to B 3
4 K Kt to B 3	4 Kt to B 3
5 B to K 2	5 P to Q 4
6 P to K R 3 (b)	6 B to K 2
7 P to Q 4	7 Castles
8 Q Kt to Q 2	8 B to Q 2
9 P to B 3	9 R to Q B sq
10 Q to B 2	10 R to K sq
11 Kt to K 5	11 P takes P
12 K P takes P	12 Kt takes P
13 Q to Q 3	13 Kt takes B
14 Q takes Kt	14 B to Q 3
15 Kt takes B	15 Kt takes Kt
16 Castles K R	16 P to K 4
17 Q R to Q sq	17 B to Kt sq
18 P to K B 3	18 Q to B 2
19 K R to K sq	19 P to K 5
20 Kt to B sq	20 Kt to B 3
21 P to Q B 4	21 K P takes P
22 Q takes P	22 R takes R
23 R takes R	23 Q to Kt 3 ch
24 K to R sq	24 P to Q 5
25 Q to Q 3	25 R to Q sq
26 Kt to Q 2	26 B to B 5
27 Kt to B sq	27 Q to R 4
28 R to R sq	28 Q to K R 4
29 R to K sq	29 Q to R 5
30 Q to Q sq	30 Kt to R 4 (c)
31 Q takes P (d)	31 P to K R 3
32 Q to K 4	32 Q to B 7 (e)
33 B to B sq	33 B takes B
34 R takes B	34 Q takes Kt ch
35 R takes Q	35 Kt to Kt 6 ch

And White resigned.

(a) White ought first to develope his forces on the King's side.

(b) Analyser and player would equally fail, I think, in trying to explain the purpose of this move. The following moves of White are not less dark.

(c) This move involves the loss of a valuable Pawn, which could be easily preserved.

(d) An untimely brilliancy. The simple move, 31 B takes P, would secure White's position on the King's side, *e.g.*

31 B takes P	31 Kt to Kt 6 ch
[31 P to K R 3, 32 B to B 2]	
32 Kt takes Kt	32 Q takes Kt
33 B to Kt sq	

(e) Over finessing: this preparatory move was not necessary, as Black could force the game at once by:

	32 Kt to Kt 6 ch
33 Kt takes Kt	33 Q takes Kt
34 K to Kt sq	34 R to Q 7
35 B to Q 4	35 R takes B

GAME 207.

Ruy Lopez.

White. Mr. Barbour.	Black. Mr. Bird.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 Kt takes P
6 R to K sq	6 Kt to B 4
7 B takes Kt	7 Q P takes B
8 P to Q 4	8 Kt to K 3
9 Kt takes P	9 B to K 2
10 B to K 3	10 Castles
11 P to Q B 3	11 P to K B 4 (a)
12 P to K B 4	12 R to B 3 (b)
13 Kt to Q 2	13 Kt to B sq
14 B to B 2	14 Kt to Kt 3
15 Kt takes Kt (c)	15 R takes Kt
16 Q to Kt 3 ch	16 K to B sq
17 Kt to B 3	17 Q to Q 3
18 P to B 4	18 Q to Q sq
19 R to K 2	19 R to K 3
20 Kt to K 5	20 B to B 3
21 R to Q sq	21 P to Q Kt 3
22 Q R to K sq	22 B takes Kt
23 R takes B (d)	23 R takes R
24 R takes R	24 Q to B 3
25 Q to K 3	25 B to Q 2
26 B to K sq	26 P to Q R 4
27 B to B 3	27 R to K sq
Drawn.	

(a) 11 P to K B 3 is preferable.

(b) 12 R to K sq was the natural continuation.

(c) 15 B to Kt 3 seems more promising.

(d) After this capture and the following exchange, an early draw cannot be avoided. White, however, would hardly obtain any winning chances by taking with either Pawn.

No 124.—DOUBLE DUMMY PROBLEM.

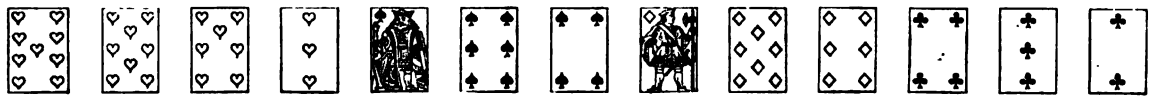
By Mr. F. H. Lewis.

A's Hand.

X's Hand.

B's Hand.

Z's Hand.



A to lead. Hearts trumps. What is the result?

SOLUTION OF DOUBLE DUMMY PROBLEM, No. 122.

By D. M. L., Leith.

1. A leads Spades Kv; X King; taken by B with Ace.
2. B leads Diamond Kv; Z Qn; taken by A.
3. A leads Diamond Ace; B small Club; taken by A.
4. A leads Diamond 3 taken by B with 2 of trumps.
5. B leads Spades Q; taken by B.
6. B leads Spades 8; Z small Diamond; A small Club; taken by B.*
7. B leads small Spade; Z small Club; A 5 of trumps; taken by A.
8. A leads small Diamond; B 8 of trumps; Z small Club; taken by B.†
9. B leads small Spade; Z Club; A Club; taken by X with trump.
10. And A takes all the other tricks but the one taken by Z with the Kg of trumps.

* Should Z trump here see other line of play.

† See other line of play should Z take this trick with Kg of trumps.

Variation at 8th Trick.

8. A leads small Diamond; B 8 of trumps; Z Kg do.; taken by Z.
9. Z leads small Club; taken by X with Ace. And A takes all the remaining tricks.

First Variation at 6th Trick.

6. B leads Spades 8; Z 3 of trumps; A 5 of do.; taken by A.
7. A leads small Diamond; B 8 of trumps; taken by B.
8. B leads small Spade; Z 4 of trumps; A 7 of do.; taken by A.
9. A leads Ace of trumps; taken by A; B a Club.
10. A leads Q of trumps; B Club; taken by Z King.
11. Z leads Club; taken by X with Ace.
12. X leads Club; taken by B.
13. Taken by A.

Second Variation at 6th Move.

6. B leads Spades 8; Z small Club; A do.; taken by B.
7. B leads Spades 4; Z small Club; A 5 of trumps; taken by A.
8. A leads small Diamond; taken by B with 8 of trumps.

It appears to be a matter of indifference here whether B leads a Spade or a Club, and if he leads the latter it does not alter the game whether Z or X is allowed to take the trick, thus —

9. B leads Spade; Z and A passes; taken by X with trump—and lead whatever X chooses A must take three tricks.
9. B leads Club Kg; taken by X with Ace—and the other tricks fall as above.
9. B leads small Club; taken by Z with Q—and A must take three of the remaining four tricks.

The answer therefore is, A and B win the game, making five by tricks.

Correct solutions received from "Whitmore," "Monte," "A. B. C.," "Davidson" (Melrose), "Lex," "Claud Macfie," and "D. M. L." (Leith.) All others wrong.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 123.

By Mr. F. H. Lewis.

1. A leads Diamond 2; won by Z.
*2. Z leads Club 2; won by X.
3. X leads Diamond Kg; won by X.
4. X leads Diamond Ace; B discards Club; won by X.
5. X leads Diamond 3; B discards Heart; won by A.
6. A leads Club Ace; won by A.
7. A leads Club 9; X discards H; won by A.
8. A leads Spade 6; X passes; B puts Spade Kg; won by B.
9. B leads Heart 6; won by A.
10. A leads Heart 3; won by B.
11. B leads Spade 3; Z puts Spade 10; A Spade Qn; won by X.
12. X leads Spade Kv; won by X.
13. X leads Spade 5; won by B.

Thus A and B win odd trick.

* If at trick 2 Z leads Spade 10 then game proceeds thus:—

2. Z leads Spade 10; A puts Qn; X Ace; won by X.
3. X leads Spade 8; B puts Spade 9; won by B.
4. B leads Diamond 9; X puts Kg; won by X.
5. X leads Spade Kv; B puts Spade Kg; Z trumps; won by Z.
6. Z leads Club 2; A passes; X puts Kg; won by X.
7. X leads Club Kv; A puts Ace; won by A.
8. A leads Diamond 10; X puts Ace; won by Z.
9. A leads Heart Kv; A puts Kg; won by A.
10. A leads Diamond 9; won by A.
11. A leads Club; won by B.
12. B leads Spade 5; won by B.
13. B leads Heart Ace; won by B; and A and B win odd trick.

No one has correctly solved this problem.

WHIST MAXIMS.

With Kg, Kv, 2 in Trumps, original lead of your partner, finesse the Kv. If it wins or draws the Ace, you are a clever fellow; if not there is no harm done.

It is better to trump your partner's winning cards than your adversaries'.

If you drop a 5 and then a 4 by accident and your partner leads trumps unsuccessfully, say you never play that game. If he is savage, say, "A man must be an ass who does not know when to lead trump without being told."

Always claim 2 by honours, or you may forget them

If your adversary leads a Q and you, 4th player, have an Ace, it is a good plan to pass the Q.

Trumps and court cards are made to look at.

If you drop a card, say it is because the confounded things are so slippery.

If you signal for trumps and you win a trick before your partner, do not lead trump, wait for the finesse.

THE LEAD GOVERNED BY SCORE.

BUMBLEPUPPY-SUPER-MARE, September, '76.

Far removed from the practice of Whist, I have been reflecting on its theory, and it has often occurred to me as odd that in directions given as to original leads no reference is made to the score; the object of Whist, according to them, is apparently to make five, and commencing with this assumption, the united wisdom of Whist players has come to the conclusion that it is best to lead your longest suit, and there I agree with them; but, unfortunately, there is also another object—a painfully common one—and that is to prevent the adversary making the odd trick, and I have strong doubts whether an original lead from a long weak suit or even a long suit with a tenace in it, is the way to do it. My experience may be different from other peoples, but I have seen innumerable rubbers lost in this way. Now, take any such hand as this—a long weak suit of five, three trumps (one an honour if you like), three to a King in the third suit and Queen or Knave and another in the fourth. With plenty of time, and your partner with plenty of trumps, it is quite possible to bring in that long suit—it is also much more probable that you smash anything your partner has and never make a trick in it at all. Now, why should it not be recognised that as near the end of a hand exceptional steps are legitimate, so near the end of the game, the entire hand may be played exceptionally? You will probably reply that it ought to be, but if you do the statement is caviare to the general, and it is surprising what is caviare to them; to take a recent instance:—"Whist Maxims" in your August number is taken quite *au serieux* by at least one of my acquaintance, though he considers the last maxim "a game hand is better than a game leg" to be trifling with a grave subject. A note should be appended "this is sarcastic!" but I am wandering from my matter. To return to it. Is not the best lead (the class of hand and the score being as I have stated) the head of the short suit? You give your partner a lift in your only utterly useless suit, and (the play being admitted) he at once knows, as clearly as if he saw the cards, what is of the greatest importance to him, (1) that you have no commanding suit, (2) that you have no great strength in trumps, (3) that your long suit is, at the best, of doubtful strength. With these three facts before him, I maintain he is in a better position to save the game, if it can be saved, than by the ordinary play. When I observed at the beginning of these remarks that I was far from the practice of Whist, I was still within reach of the hand sent herewith (No. 146) which, though it may go to show the truth of the well-known adage that cards will beat their makers, appears to me to show it in a sense opposed to the meaning it generally bears.*

PEMBRIDGE.

* No room for this hand this month.—Ed. W. P.

WHIST JOTTINGS.

THE FORTUNES OF WAR.

In playing a rubber this month, we, the dealer, took up the following hand:—

Clubs Trumps.

This is one of the hands which a card player might dream about and seldom see. Six trumps and a five suit. Adversaries at four and we at love. The first card led was the Diamond King; second hand (our partner), played the 2; third hand the 10; and we trumped with Club 2. Now the question we wish to ask is this. What is the right lead at this moment? We can lead a Heart, a Spade, or a trump; and the latter may be subdivided, for we may lead out King, Ace, or we may lead a small one. According to the idiosyncrasies of the different players, each will be positive that his view is right; that there is only one card to lead, and that if any one differs from him, that man must be wrong. We are in the A B C of the game, and who can say positively what ought to be led? A says "Oh! I should lead a Spade, for if my partner has anything in that suit we shall get the game, and if he has nothing there is no harm done, for I have plenty of strength and we can't lose." B says "Oh! go in for 3 rounds of trumps, one trump has already gone. You must remain with the long trump! C says "You have a hand to justify you going for game. Lead a small trump, and, if your partner has an honour, it is all plain sailing. Whilst D reasons thus—the 10 of Diamonds played by the third hand is a suspicious card. It is difficult to see how the Diamonds are divided. I know the leader has the best, and how many more I do not know. The third hand is apparently short in Diamonds, and if so, he must have a long suit in something else. Nay, it is possible that he may be signalling. Having six trumps myself, this is, of course, improbable, but it is a possibility. I shall therefore play as if I were original leader, and, with 5 trumps and a five suit, I think the best line of play is to open my long suit. The suit is not very strong in one sense, but numerical strength is Whist strength, and I think I thus play according to the best principles of the game. Accordingly we played the small Heart, and lost the game, and thereupon came the howl which the reader can fill up with as much coarseness of expression as he can imagine from the least educated of his acquaintance. We have so often written on the subject of scolding at Whist that we need not take up more space on the subject. We play according to our lights. It may be that our's is very poor play, but it is our best, and we have the same right to enjoy ourselves as any one else without having it intimated to us that we are fit for Bedlam, and without any one having the right to say or do anything to make us uncomfortable. It is the easiest thing in the world to say that the game could only be lost by sheer stupidity, but that does not make the play bad, nor does saying that a game could not be lost prevent the result coming about. It so happens that the critics were wrong. By no line of play could the game have been saved, but the critics had not the common decency to withdraw their expressions. They do not say, as gentlemen should say, "I am sorry for having said anything that hurt or annoyed you." That probably is not to be expected, but an ordinarily fair-minded man would say "That was an extraordinary hand we lost. I did not think your play sound, but we should have lost by the line of play that I think better all the same." We led the small Heart, 2nd hand, put on the C 7 and led a Spade taken with the King, 3rd hand. Third hand returned a small Heart (having Ace King) the original leader trumped with the Knave and again returned a Spade, won again with the Ace.

The 10 of Diamonds was a Peter, and the player has left all the trumps not in our hand, Ace, King of Hearts and Diamonds 3. No power on earth could prevent the loss of the game; but putting the result on one side, can any body give a satisfactory reason why the trump lead is better than the Heart, or *vice versa*; for, if this cannot be decided by reason or the doctrine of chances, it seems to us that Whist is reduced to a somewhat low ebb so far as science is concerned.

There are many kinds of criticism extremely difficult to bear; the worst form is probably that of the clever outsider, who looks over two hands, and next to him is that other one who judges only by results. It is the same at Ecarté as at Whist. "If you had stood; you would have voled your adversary." This, if intended for criticism, is very foolish; if intended to annoy the player, it is bad taste. "If you had played Hearts, you would have won the trick" and so on; just as if the player could not see that, as well as the looker-on. Neither Whist nor Ecarté are played with the cards on the table. At Whist the looker-on criticising will never even try to place himself in the position of the player criticised. Criticism, without making this attempt, is not only useless, but it is impertinent. Uninvited criticism is seldom relished by the players; and, when it is delivered after seeing part only of a hand played, as is often the case (to exhibit, we suppose, the knowledge and authority of the critic) we would remind these critics that they usually exhibit their ignorance to such an extent that their remarks are seldom worth listening to, and never worth disputing. A wasp buzzing round your ears whilst you are playing may divert your

attention, but it does not follow that a wasp is a good adviser at Whist. There are some of these wasps who are no respecters of persons; they have no regard for age, experience, or knowledge. They would say, "Mr. Clay played like an ass," that "Cavendish was so inattentive that he did not know what he was about," and that "F. H. Lewis had no knowledge of Double Dummy," yet they sit down to play, and exhibit ignorance of the leads! If it were not so ludicrous it would be annoying to hear one of these attack a steady good player as follows—"There, you lost that game again. If you had led the Knave from King, Knave, 10, and another, you must have won the game. The Ace was to your left, the player must have put on the Ace and returned your suit." The player replied—"I am aware it is sometimes right to lead the Knave from King, Knave, 10, but this is late in hand. I never heard of a player leading originally the Knave, nor according to my experience do I think it probable that my adversary would immediately give back my lead." "Well," says the Critic, "I never saw such a foolish lead as that 10." Perhaps not; but if the young gentleman lives a few more years he may see that 10 led, and he may grow more modest. Modesty in youth is becoming. The young Whist players appear to prefer self assertion. They give their opinions without being asked, and appear to push themselves in Whist matters as though they were selling goods over the counter. We have no objection to young men having an opinion of their own, but they might try to learn something of the game before being so positive on the points of play and law that from time to time arise. It would seem to them a henious crime not to be able to answer in half a minute a difficult question of Whist law, another of Ecarté law, and a third of Piquet. Nay, "we will venture to say that they would have no difficulty in answering all those questions off-hand, adding that they never read a book on either of the games in their life, and that it only required a man with some common sense to know these things!" The more a man sees of questions of law on games the more diffident will he become in deciding anything off-hand. The more he thinks about it the more certain must he feel that it is not in accordance with nature that he should be always right. These pushing players do not add to the pleasure of Whist. A new element of discord has been introduced and which will require strong treatment—at least, it is new to us. We do not remember before this year meeting these pushing men. It may be that they are innocent of treading on other people's corns; that they do not know that other people have any feelings, or that their ways and manners are offensive. It may be the effect of bad education or bad associations; but, be the cause what it may, they should be made to understand that their ways are not our ways, and that besides some knowledge of Whist a player joining a Whist party should behave like a gentleman.

One would expect that if players went to the Whist table it would be for the purpose of enjoyment, and that not only for one's own pleasure but to add to that of others. If the game has not sunk from its high estate only to be the medium for gambling, this should be the object of all. If the object be simply to gamble, we cannot be surprised at the ways and manners of the players sinking to the level of the gamblers on the Mississippi River, and at present we only want the revolvers and the cheating to make the comparison complete. A man may be vulgar and honest, but vulgarity tends to lower the tone of the society in which we move. Vulgarity and noise and wrangling should be tabooed, not only because vulgarity, noise, and wrangling ought not to be seen at the Whist table, but because these may lead to something worse. The game is a gentleman's game, and he is an enemy to the game and to society who lowers himself or permits others to lower themselves in the Whist room.

DUTCH PIQUET.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I have lately been playing Piquet with a friend of mine, who was for a long time a resident in Holland. He adduced to me two such startling novelties in the game, that I would fain ask you, or any of your readers, if you or they can give me any information on the subject. *Primo:* If your point of three is good, and it should be a tierce major, you count four for it. *Secondo:* If you make capot, you only count one for the last trick. My friend founds his data on some old French book, the name of which I have forgotten.

Yours faithfully, M. D. in Q.

EXTRACTS

From "THE PRIME MINISTER," *by* ANTHONY TROLLOPE.

LOPEZ'S VIEWS ON WHIST.

"He regarded his fate as does a card-player who day after day holds sixes and sevens when other men have aces and kings. Fate was against him. He saw no reason why he should not have had the aces and kings continually, especially as fate had given him perhaps more than his share of them at first. He had, however, lost rubber after rubber,—not paying his stakes for some of the last rubbers lost,—till the players would play with him no longer. The misfortune might have happened to any man,—but it had happened to him. There was no beginning again."

"Through his long life he had either been in office or in such a position that men were sure that he would soon return to it. He had taken it, when it had come, willingly, and had always left it without a regret. As a man cuts in and out at a whist table, and enjoys both the game and the rest from the game, so had the Duke of St. Bungay been well pleased in either position."

SARATOGA.

"I cannot close without a glance at what, after all, is to a stranger, perhaps, the most startling feature of Saratoga life—its gambling rooms. I am quite aware that, though open gambling has been abolished in almost all European watering-places, it still goes on, under the rose, in most of them. Just this time two years ago I saw as high play at Baden as I ever saw there in the old days of the Kursaal. But the house in which the gambling went on, though in a sense public, was harder to enter than many private houses. A stranger could not get in without an introduction from one of the initiated. But here no such childish mystery is made of the matter. I found that I had only to walk in as I would have done at an hotel, hand my umbrella to a very polite servant in attendance, and then take my ease, and play or look on as I pleased. Roulette, Rouge-et-Noir, and Faro were going on. Attached to the rooms are a handsome restaurant and a bar at which you can have anything you like from lemonade to Johannisberg, on the simple condition of paying for it. No vulgar attempt is made to decoy you into play by gratuitous liquor. Everything is strictly straightforward and "on the square." There could not well be a more open and honourable violation of the law, or, I should rather say, laws, since gambling is forbidden by the law of the State, as well as by that of the nation. When I ask my American friends for an explanation, they laugh, shrug their shoulders, and refer me to the old conundrum about the law being unlike a net. The proprietor of these rooms is a very big fish. He has served his country not merely as Senator for his State and member for Congress—these are common enough distinctions—but as champion prize-fighter against the world. It would be hard, indeed, to refuse a man covered with these laurels the right of breaking the law, for his own profit indeed, but, at the same time, for the pleasure of his humbler fellow men."—*Times, 22nd September*, 1876.

VANDERBILT'S WINNING AT WHIST.

"Commodore Vanderbilt," says a *New York Tribune* reporter, "was always very fond of cards, whist and 'point euchre.' He never played poker or gambled at the faro table. I asked him once as to the largest amount of money he ever made at whist, and he said when the Southern men were in their glory he won 20,000 dols. in one day."

DRAMATIC NOTES.

To the perfunctory observer of theatrical affairs the recurring Septembers would seem to bring round merely a monotonous record of re-opening theatres with the same features of many revivals, a few new plays, first night enthusiasm, and subsequent success or failure, more dependent on luck than on first night verdicts. But a closer investigation will show that whilst the performers and the public remain unaltered, although the latter grows more exacting in its requirements, the style of entertainment varies year by year, according to the favour shown to this or that style in the previous season. For instance, in the autumn of 1874 we had the pleasure of announcing that opera bouffe was languishing, and in 1875 that it was dying; and now in 1876 we are pleased to say that it is dead. Long may it remain so! For this reason, perhaps, the Opera Comique, the Philharmonic, and the Royalty are closed, and photographers' windows are comparatively clean; but a weak and degrading combination of opera bouffe and spectacular ballet is still to be obtained by those who like it at such places as the Alhambra and the new Canterbury—establishments which, lying midway between the theatre and the music hall, possess all the objectionable features of each without the redeeming points of either. The revived taste for Shakspeare, consequent on Mr. Irving's popularity, has helped to kill opera bouffe; and, though Mr. Irving is himself in the country till December, the great dramatist, or, as the well-written prologue to Mr. Coleman's *Henry V.* has it, "the kingliest king that ever England bred," shines at Drury Lane and the Queen's. Whether he shines at either place in a very good light is a point open to doubt. The rest of this autumn's programme is made up of comedies and dramas, some new, some revived, and others, as *Our Boys* at the Vaudeville and *Jo* at the Globe, continuations from last season. The revivals are *Peril*, a fresh version of *Nos Intimes*, at the Prince of Wales's, and the *Duke's Device*, a fresh version of *Le Bossu*, at the Olympic, both produced too late in the month for us to notice. The new plays are *The Bull by the Horns*, by Mr. Byron, at the Gaiety; *Dan'l Druce*, by Mr. Gilbert, at the Haymarket; *Ethel's Revenge*, by an author unknown, at the Court; and *Jane Shore* (also too late for review) by Mr. Wills, at the Princess's. With regard to this brief list of new plays, two things may be noticed. First, that no new writer has appeared; for the gentleman who wisely withholds his name from *Ethel's Revenge* is suspected to be Mr. Walter Stephens, who has before now written lurid dramas and had them acted by dismal amateurs to forlorn audiences at St. George's Hall; secondly, that Mr. Byron's play is only new in name, being about the stalest of the many stale

pieces that he has written; that *Ethel's Revenge* is an adaptation from Ouida's "Strathmore"; that *Jane Shore* is historical; that *Dan'l Druce* is "suggested" (in one incident, according to the author, but in more than one, according to the unbiassed critic) by Silas Marner; so that if any reader's soul yearns after absolute novelty, it will be less satisfied in 1876 than even in 1874 and 1875.

The revived taste for Shakspeare is, as we have previously pointed out, an undoubted fact, and accordingly Messrs. Coleman and Chatterton, with an imperfect appreciation of this fact, have produced, the one *Henry V.* at the Queen's, the other *Richard III.* at Drury Lane. We say an imperfect appreciation, for, whilst they see and act upon the evidence of the public taste, they fail, and especially Mr. Coleman, to understand why the public has recently been attracted to Shakspeare. It is certainly not spectacle, nor elaborate tableaux, nor crowds of noisy auxiliaries that has been the agency of attraction, though, of course, good scenery and rich embellishments are an advantage when not excessive. The performances at the Lyceum, the Haymarket, and the Gaiety *matinées* were patronised, because an effort was made to give well-acted representations of those of Shakspeare's plays that are most effective on the stage. When Mr. Chatterton produced Shakspeare at Drury Lane a few years ago, and declared it spelt ruin, it was because he swamped the acting with spectacle, as in the case of *Antony and Cleopatra*, which was more like a pantomime than anything else. Does he think, does Mr. Coleman think, that the same tactics are likely to nourish and keep alive a popular taste for Shakspeare, a taste which we have never hoped to be permanent unless fostered in the best way, that is, by good all round acting? Nothing can be a greater fallacy than the supposition that the public is attracted by mere spectacular effects. To prove the fallacy let a contrast be made between the enthusiastic audience of a Lyceum first night and the crowd which at the Queen's watched the wearisome succession of tableaux with a languid interest or contemptuous amusement. When sufficient credit has been given to Mr. Coleman for the liberality—the superfluous liberality with which he has mounted *Henry V.*, when due mention has been made of the researches he has instituted, the authorities he has consulted, in order that each man in armour may be clothed accurately, the fact remains that all this energy and expenditure has helped to defeat his objects, and to render his entertainment a bewildering chaos, void of all continuity and power of fixing the interest. In our opinion one of two results must follow; either the public will be disgusted and will avoid the theatre, which is bad for Mr. Coleman, or they will be vulgarised and rendered unfit for a genuine exposition of Shakespeare, which is bad for art, and also again for Mr. Coleman, who professes to be a man of culture. Making every allowance for the imperfections of a first night, the presentation of *Henry V.* did not reflect credit on the manager and his lieutenants. The story, such as it was, was inaudible in consequence of the riot behind the scenes, and the dying accents of Henry IV., as uttered by Mr. Phelps, were drowned by the loud voices of those behind who were preparing for the coronation of Henry V. A dreary wait of many minutes would be succeeded by an unmeaning tableau which was seen for a few seconds, and when, after long delay, Henry V. was seen on the field of Agincourt, surrounded by his army, on a dummy white horse, the imagination was carried back to *Joan of Arc* at the same theatre, where Mrs. Rousby appeared on a real white horse, thus demonstrating that the march of time had not brought progress in all respects. Some censure has been passed on the occupants of the gallery for resenting the ballet intended to soothe the mind of the French king. In our eyes, the manifestation was another proof of the superiority of the pit and gallery in the matter of common sense, for the ballet in question was less appropriate to the Queen's than to the Alhambra, was delaying a programme of which barely a third had been got through, and was miserably performed. If these are not sufficient reasons for an audience to interfere, then all sounds of disapproval in a theatre should be made penal. Of the crowd of actors engaged in *Henry V.*, none were successful in making an impression except Mr. Phelps, who was not in his best form, and Miss Leighton, who promises well. Mr. Coleman, who was no doubt over-burdened with work, was not successful as Henry V., and his serious flights are happily described by the *Daily News* critic as being marked by a "languid solemnity," languid being complimentary English for lackadaisical. With regard to *Richard III.* at Drury Lane, we are bound to say that it is shorter, livelier, and in all respects more efficiently "stage-managed" than *Henry V.* Mr. Chatterton is a model manager in this respect, that he never allows long intervals between the acts, and pays due regard to the claims of suburban trains. The acting, too, is, taken all round, a shade better than that at the Queen's, though not likely, as we have said, to cause an ardour in the bosom of the public for Shakspeare. Lady Anne is pitiably weak, and Buckingham, though meaning well, a thought too volatile. But Mr. Cathcart as Henry VI. contributes a good specimen of the old school of acting, and Mrs. Vezin, best of England's actresses, in the brief opporiunity she has, simply reduces to pigmies all around her. The scenery is good without being intrusive, and until the last act we are not too much annoyed by trumpets, crowds, alarums, and excursions. Then indeed the marchings and countermarching, the retreats and pursuings, and the general fighting on and around the field of Bosworth, remind us of Mr. Chatterton's best efforts—his Christmas pantomimes. Nor does Mr. Barry Sullivan as Richard III. banish the illusion. Mr. Chatterton in a preliminary address advertises Mr. Sullivan as not being "a petrified embodiment of bygone conventionalities," but as combining the well trained method of the past with the artistic style demanded by modern ideas and tastes; by which the manager artfully insinuates that the actor stands between Mr. Phelps, the champion of the old, and Mr. Irving, the champion of the new school, and is superior to both. And yet,—whilst allowing Mr. Sullivan's Richard to be lively, vigorous, and original,—such is the glamour cast over us by Mr. Chatterton's excellent pantomimes, that when the crooked-backed monster enters with excessive hump and exaggerated shambling, not

unlike Mr. Anson in *Broken Hearts*, we are in expectation that bye-and-bye he will throw his leg over the head of Henry VI. to vary the proceedings, and engage in a *pas-de-deux* with Lady Anne.

Two out of the three new plays we are able to notice this month do not admit of favourable comment. The *Bull by the Horns* at the Gaiety is described by the manager as a farce in three acts, and is as weak and silly as its title. The best farces are, as a rule, in one act, and Mr. Byron's latest attempt is spun out into three, by the unscrupulous use of old jokes and the attenuation of the story into a mere thread. It probably owes its continued existence to the fact that it was produced at a time when people were glad to go to the theatres, and very few of them were open, and that it precedes a very good burlesque, *Don Cæsar de Bazan*, also by Mr. Byron, in which Messrs. Terry and Royce and Miss Farren, the best burlesque performers of the day, appear. It is a pecuniary success, and yet Mr. Hollingshead is not satisfied. He is a literary man as well as a manager, and has issued a manifesto wasting his satire on the critic of the *Times*, because that ambitious gentleman denounced the *Bull by the Horns*. As a manager, Mr. Hollingshead should be content, in that the play is, as he says, profitable; and, as a literary man, he ought to be the first to admit that it is, like its predecessor, *Tottles*, a worthless production from a literary point of view. As for *Ethel's Revenge*, now happily withdrawn from the Court stage, it was one of those irritating atrocities that confer upon the critic who has to sit or stand through their performance the title of hero and martyr. The adapter should have recollected that it is one thing to give opportunities for the Wandering Thespians to show themselves off before their relatives at St. George's Hall, but quite another thing to produce at a theatre like the Court a nightmare of *Reynolds' Miscellany* and kitchen sentiment, haughty aristocrats, fascinating adventuresses, and mysterious gipsies. And after all, the plot is not his own, but taken, without permission, from Ouida's novel of *Strathmore*. The lady, justly indignant, writes to say that she, in her turn, will have revenge, and adds that in the present state of the stage she refuses permission to dramatise her novels, as she considers her characters would be caricatured and her incidents vulgarised by a theatrical representative of them. This is all very well, but without stopping to inquire how much a lady who passes most of her time abroad, knows of the present state of the stage, we should like to be informed how caricatures can be caricatured, and the vulgar vulgarised. *Ethel's Revenge* has the single merit of introducing to the stage a very interesting young actress, in the person of Miss Florence Roberts, who, in *ingénue* parts, should equal the success of Miss Hollingshead on the same boards. At the Court has also been produced a short farce by Mr. Payn, well known as a writer of readable novels. We are glad to welcome Mr. Payn as a dramatist, but he is surely capable of more ambitious work than *A Substitute*, the chief feature of which is the appearance of the excellent Mr. Franks, who has, in his time, done good service as a policeman in the *Ticket of Leave Man* and as the servant at the Prince of Wales' in the uncongenial character of a man about town.

The Haymarket Theatre has been subject of late years to strange vicissitudes of fortune. When the old *régime* and the old company, alike enfeebled and worn out, was broken up, no fixed line of business was adopted, and many and various were the baits held out to the public. But no regularity of attendance could be expected at the Haymarket when the specialities of Mr. Sothern and Mr. J. S. Clarke would suddenly give way to Mr Byron's *Married in Haste*, or to the pretty, but harsh-voiced Miss Neilson; or, stranger still, to the anatomical puzzles of M. Dumas. Mr. Gilbert's *Dan'l* (why not *Daniel?*) *Druce* has been, it is said, in the possession of the management for some time, and was at last produced as a stopgap till Mr. Buckstone's return in October. But fortune, kinder to the Haymarket than could be expected, has decreed that *Dan'l Druce* should not only be a good play, well acted, but also, thanks in part to the too excessive praise of the *Times* and *Telegraph*, a great success. That Mr. Gilbert has written a clever, interesting and effective play, and that the leading character is admirably acted by Mr. Vezin, all who have seen *Dan'l Druce* can testify; but it must not be denied that the author is under great obligations to George Eliot not only for the closing incident in the first act, but also for the scene in the third act where Mr. Vezin so well portrays the anguish of *Dan'l Druce* at parting with his adopted daughter. And whilst omitting to point out faults of construction, the critics are hardly fair to Mr. Gilbert in their opinion that *Dan'l Druce* is his first tender and sympathetic play, for was not *Broken Hearts* the very embodiment of a tender tragedy. The chief faults of construction in *Dan'l Druce* are the closing scene of the second act, where the misunderstandings that arise could be so easily explained that they seem very unnatural, and the character of the Royalist serjeant who is far too well acquainted for a man in his position with the quips, conceits, and phraseology of the Elizabethan age of literature. Minor faults of detail exist in Mr. Vezin's accent, which is less Norfolk than a mixture of Scotland and Lancashire; in the word *combe*, which is surely not found in Norfolk; in the walking by the fugitives from Worcester to the Coast of Norfolk, in troublous times, and with a child to carry, in six days; and thence their escape in an open boat to France, which is a long way from Norfolk. These, however, will be overlooked in the general excellence of the play and the acting. Mr. Howe is good, as also Miss Marion Terry and Mr. Forbes Robertson, though the lady, like all her family, lacks what may be called spontaneousness, and Mr. Robertson, of whom we have always had great hopes, has not yet lost his stiffness. But the chief attraction of *Dan'l Druce* is the acting of Mr. Vezin, who in this play has a part worthy of his abilities. Indeed, it may be said of Mr. Vezin at the Haymarket and Mrs. Vezin at Drury Lane that their acting is the most noticeable feature of the season up to the time of our writing. They have never lacked anything but opportunity in order to shine.

ANSWERS TO CORRESPONDENTS.

CHESS.

W. T. P.—Your problem in five moves admits of a second solution. The position appears easy of amendment. We will communicate with you further by letter.

C. W. (Sunbury).—Problem No. 3 can be solved by $\frac{\text{Q to Q B 4}}{\text{Kt to Kt 5}}$, Kt to B 2, &c.

Problems received, with thanks, from J. W. ABBOTT, E. J. L., C. W. (Sunbury), F. W. MARTINDALE, J. E. VERNON, V. GORGIAS, R. BRAUNE, J. P. TAYLOR, &c.

B. S. W. (St. Louis.)—Prior publication would certainly disqualify a problem in a tourney. In the position you send there is no mate on the second move if Black plays Kt to Q 4.

X. H. (Kentucky.)—Your co-operation in our solution and review tourney will be cordially welcomed. The other matter has been attended to. Thanks for the problem.

C. W. (Bombay.)—We hardly know how the re-publication of unsolved problems would work, but we will endeavour to elicit the opinions of our solvers upon the subject.

J. V. (Demerara.)—We shall have pleasure in assisting your local solution tourney in the way you desire, but now that we have extended the time for receiving solutions, why not induce your members to enter the lists against all comers. We shall be glad to hear from you frequently regarding the progress of the game in your district.

A. E. S. (Exeter.)—We have no problems of yours on hand. If you look at your back numbers you will see the last one published.

J. R. M. (Brompton.)—Morphy was unquestionably superior to any of the present players. The style of play has changed since his day, and a pettifogging principle, aiming at small advantages and keeping them, now prevails. It is the difference between the inspiration of genius, and the success which attends industrious plodding.

D. W. Clark (Barnaul.)—Four problems received, with thanks.

We have to acknowledge, with thanks, the receipt of *The Chess-Board of Life, by* Thomas Bowden Green.

WHIST.

PERNAMBUCO.—We have perused your paper and thank you for the trouble you have taken. Mr. F. H. Lewis, who, according to your request, has also perused it, writes, "The end of a hand at Whist may be played, by intelligent players, with as much accuracy as if the cards were exposed. But although the result from the known position of the cards may be forced, I should no more call it an 'assimilated double dummy problem' than I should call a forced mate at blindfold Chess an 'assimilated Chess problem.' Whist is ASSIMILATED double dummy only in the sense of mental digestion." We must say, upon consideration, that we are disposed to agree with Mr. Lewis. We are, however, always glad to consider new views and ideas.

J. W. S., Pernambuco.—The best course to adopt would be to construct another assimilated Problem, and give your reasons as you proceed. Be concise, as we are generally short of space.

N. Y. H.—If the 4th player plays before you (3rd hand) it is quite right and proper for you to play any card you please of the suit led based on the information you have thus acquired.

ECARTÉ.

M. L.—I deal and turn up Club King, which was the wrong card. The right card was the Club 8. I claim that Clubs must be trumps, but that my adversary cannot claim as his card the King, which he would have obtained in due course if he proposed, and I accepted.—*Ans.* The elder hand cannot claim the King. He can claim a fresh deal. The books curiously differ as to the position of the elder hand.—Cavendish gives the law as varying, according to whether the elder hand has looked at his cards or not. If he has looked, there must be a fresh deal. If he has not done so he may choose which of the exposed cards he pleases for trump, and the other is placed at the bottom of the pack or he may require both cards to be placed at the bottom of the pack and a 3rd card turned for trump or he may call a fresh deal. Major A., on the contrary, says elder hand may look at his hand and then decide which penalty he should take. Bohn's law make the deal pass to the elder hand provided he has not looked at his cards in addition to the other mode of punishment.

IBID.—I mark the King; not having it, what is to be done? *Ans.* The opponent can mark one point, take down the point you have marked and throw up the hand or he may take down the point and play the hand over again.

T. B. L.—A asks for cards; I say, How many? A says three, and asks me how many I take? I say, in joke, three, but throw out five. My opponent objects, and says I can only take three. How is this?—*Ans.* Players must not joke at Ecarté. Having said that you take three cards you are bound by your declaration.

M. A. N.—Have I the right at any time to ask the dealer how many cards he has taken?—*Ans.* The English rules appear silent on this point. We have always understood that in England you can ask at any time until the dealer has played. The French rule is as follows:—"Celui qui donne est toujours obligé de declarez de combien il Ecarté, quand son adversaire le lui demande."

Z.—The following is from "Laws of Ecarté." "If either party propose to, or refuse to discard, he cannot retract, neither can any alteration be made in the number of cards proposed. "If the elder hand demand more cards than he has discarded he loses the point, and likewise the right to count the King; but should he ask for a less number, he does not lose the right to count the King."

ALL FOURS PROBLEM.

SUBSCRIBER, Peterhead.—If 1st player lead C Kg, 2nd plays C 3. If 1st follow with H Q, 2nd takes with C Kv and leads S 6 or H 7. If either of these are trumped, 2nd player must make either Kg or Q. If he does not trump S 6 or H 7, whichever is first led, then 2nd player follows with D 9, with same result.

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The Westminster Papers.

1st NOVEMBER 1876.

THE CHESS WORLD.

"The whisperings of our petty burgh."

"CHESS in England," remarked a country friend a few days days ago, "may be described in the terms of the famous essay on snakes in Iceland, there are no snakes in the one country, and there is no Chess in the other." The obvious thought occurred to us that perchance there had been an interchange of quarters between the snakes and Chess; and we ventured to suggest that such an operation, if it had been effected, would fully account for some recent occurrences among us. But our rural friend, whose regard for Chess is entirely personal to a few of its practitioners, scouted the suggestion with something like scorn. We are ourselves inclined to think that even a foreign thing of the snake kind, although it might work incalculable mischief, before its viperous nature was discovered, could hardly succeed in banishing Chess from merry England. Indeed, if it was a snake that lived upon Chess-players, it would display very little of the wisdom accredited to its kind in attempting to do so. Its natural course would be to promote the cultivation of a half ignorant, wholly indifferent species of Chess-player, whose habitual lethargy would make him an easy prey when the time came for him to be swallowed up. But are there any indications of such a state of things apparent in the English Chess world? We do not think so. No importation from Iceland or elsewhere has been able to bring such a calamity upon us. True there are no sensational matches or tourneys in progress, and our best players appear to prefer for the time the rosy path of irresponsible "skittles" to the macadamised road that leads to Chess fame. But of Chess of the best sort—Chess-play that springs from a hearty attachment, not exclusive devotion—to the game there never was at any period of our history so much as there is now in England. All the Chess resorts of London are daily filled with amateurs, either engaged in play or as spectators. At the St. George's Club, although the attendance of members is largely dependent upon the season of fashion, and fashion now reigns in the country, the boards are fully occupied. The City of London Club is usually crowded with our younger amateurs on the nights of meeting, and Simpson's Divan—which now that the Bohemian brass band has betaken itself to Coventry, is the best Club in London—is still, as it always has been, a centre of attraction for amateurs from all parts of these islands. In the country the signs of vigorous life in our little world of Chess are equally cheering. The columns of the *Glasgow Herald*, the *Glasgow News of the Week*, the *Newcastle Courant*, the *Derbyshire Gazette*, and though last, by no means least, the *Huddersfield College Magazine*, all conducted by amateurs, and all well supported, testify to the flourishing condition of the game in the provinces. No chess in England, forsooth! We hope the inhabitants of Iceland feel as fully assured of the absence of snakes as we do that the reproach of our country friend is unfounded.

One of the pleasant *réunions* for which the City of London Club has become notable, was held at the Club rooms on the 29th ultimo. Among the guests and members present at an excellent supper were Messrs. Macdonnell, Potter, F. W. Lord, H. F. Gastineau, J. Gastineau, Murton, Down, Pensam, Gill, Green, Smith, Moon, Bale and Webber. After supper the evening was devoted to songs, and in that part of the entertainment the performances of Messrs. Bale, Green, Gill, H. F. Gastineau and Smith, contributed largely to the enjoyment of the members and their friends.

The Chess players of Burton have been holding an entertainment extending over two evenings, the 5th and 6th ultimo. On the first named date Mr. Blackburne opposed the simultaneous onset of thirty-five of the local players, and succeeded in defeating them all save one, Mr. W. H. Aldam, of Nottingham. On the second evening the *piece de resistance* was an exhibition of the same player's blindfold skill, in which he encountered eight adversaries—Messrs. Hanson, Nadin, Viney, Gill, Cliff, Douglas, Day and Tuncliffe, losing only to Mr. Nadin, of Burton. The following amusing account of the meeting is from the *Derbyshire Gazette*:—

Thirty-five gentlemen, with thirty-five Chess-boards, all intently poring over their games, had its amusing as well as its intensely interesting side. Thirty-five players with no visible opponent, excepting the fugitive visit now and then of a rather spare, tall, melancholy-looking individual, and yet having plenty of work given them to do by that one busy peripatetic brain, was a strange sight. It was a study in itself to watch the countenances of the respective players, after the said gentleman had paid his flying visit. Each player had his own distinctly shaped brain-pan studying the "positions," and each brain-pan

was possessed of its own peculiar index barometer. Sunshine and rainy weather, "dry or less wind," "wet or more wind," were indicated as surely no mercurial barometer ever could, and yet it is simple fairness on our part to say that the *countenances* of the respective players were not as a rule *put out*. Friday, however, was the chief attraction to the Chess-player? a large number of visitors assembling to watch the eight players tackled by a master player in his well-known masterly way. May we here note a part of the proceedings not in the programme. There were two other boards on the Friday evening that took our attention almost as much as did the official eight. Round the corner in the infant class-room was a veritable infant struggling with the difficulties of his situation. Away in a dark recess, his beetled brow and the tapping of his boot uneasily keeping time to some song of the spirit-land, *both* indicating the stormy state of the spirit-world within, there sat the future blindfold player. A lady was his opponent and the lady came off victorious. Twenty moves, however, would be played by the man in the dark before he got "confused" and resigned to his fair antagonist. About the other game not in the programme the players were above our reach, and we have not yet received a copy of the game! It seemed to be an interesting one, however.

Although we wish well to Mr. Blackburne, we are sometimes disposed to regret his remarkable success in this sort of entertainment. There is little doubt, in our mind, at all events, that if his singular Chess capacity was not dissipated on "blindfold" and "simultaneous" performances his match play would be of a much higher order than it is, and English Chess-players might not be so frequently disgusted by the sight of Caissa's sceptre flaunted offensively in their midst by alien hands.

The following account of Chess in Hull and district, is contributed by Mr. J. T. Palmer, Hull. Mr. J. Wisker, London, recently played 15 players simultaneously at the Hull Church Institute with the following result, viz.:—Messrs. G. J. Gresham, J. Parker, and R. H. Philip each won a game; Messrs. J. Crake, G. W. Farrow, J. Needler, and J. T. Palmer each drew a game, and the remainder were lost. The total for the simultaneous player was therefore, 8 games won, 4 drawn, and 3 lost. Play commenced at 7.45 p.m. and concluded about 11.30 p.m. Mr. J. Dixon moved a vote of thanks to Mr. Wisker for his kindness in giving a simultaneous performance at the Church Institute. This was seconded by Mr. G. J. Gresham. Mr. Wisker, in reply, acknowledged Hull as the "cradle of his Chess career," and said he should be happy to give an exhibition of play whenever he visited the town.

An open tournament, in which each player contested two games with every opponent, has just terminated at the Church Institute. The tourney commenced in April last, and embraced 20 players, each of whom contested 38 games. The highest scorers at the end of the tourney were:—Mr. D. Sargent won 31½ games, lost 6½; Mr. R. H. Philip won 31½ games, lost 6½; Mr. Wallace Drury won 31 games, lost 7; Mr. G. W. Farrow, won 30½ games, lost 7½; consequently Messrs. Sargent and Philip had to play off for first and second prizes, the arrangement being that the player who scored the first five games should be the victor. After some steady play, the result was:—Sargent, 5 games; Philip, 3. The prizes, therefore, were allotted as follows:—Mr. D. Sargent, 1st prize, £1, in books, &c.; Mr. R. H. Philip, 2nd, 12s. 6d.; Mr. W. Drury, 3rd, 7s. 6d. This is the most successful Chess tourney the Church Institute Chess Club have organised, and many thanks are due to the proposer of the tourney, Mr. Joseph Holmes, president of the club. Upwards of 400 games were played in connection with it.

The return match between the Hull Church Institute and Grimsby Chess Clubs is arranged to take place at Grimsby on October 28th. Each team contains ten players, and the Grimsby players will be assisted by the Rev. A. B. Skipworth. A stubbornly contested match is anticipated. The correspondence match between the Hull and Leeds Church Institute Chess Clubs, commenced in February last, is still in progress. The Hull players have just announced mate in six moves in game B. Game A is even so far, and will not be concluded for some time yet. There are four clubs in Hull at the present time, viz., the Hull Chess Club (famous from its association with the early efforts of Messrs. Boden, Wisker, and other strong players), the Church Institute, Young People's Institute, and Catholic Institute Chess Clubs.

The Hull Chess Club has recently commenced its winter session at the Royal Station Hotel. The subscription is 10s. 6d. annually, and the members meet every Monday and Thursday evenings.

The commodious Chess room at the Church Institute is open every evening for practice throughout the year (Sundays excepted.) No subscription is charged, as Chess and Draughts are provided free by the Council of the Institute, the expenses of the Club (postage, &c.) are therefore defrayed by voluntary subscription. The Chess Room is free to the 1,300 members of the Institute.

The Chess-players at the Young People's and Catholic Institutes enjoy the same privileges as the players at the Church Institute, but do not assemble so often. The Chess Club at the Young People's Institute has been anything but successful for a long period, but is now reviving. The members meet for practice twice per week.

The Catholic Institute Chess Club is thriving under the assiduous attention of the Secretary, Mr. J. N. Mortson. The members meet for practice every Wednesday evening; play is also carried on other evenings.

The members of the Grimsby and District Chess Club have recently held their first annual meeting, Major P. K. Seddon, presiding. The officers for the ensuing year are: President, Major P. K. Seddon; Vice-Presidents, Rev. A. B. Skipworth and R. J. P. Iles, Esq.; Treasurer, Mr. H. Guilliatt; Secretary, Mr. J. Parker; Committee, Messrs. E. Brammer, Captain Coates, A. Gait, H. Hutchinson, R. Mason, G. Smith, and

C. Watson. The above Club was organised in 1875, and has had a most successful season. The total number of members is 55, the annual subscription is 5s., and the members assemble every Wednesday evening. The finances are good.

The annual opening *soirée* of the Sheffield Athenæum Chess Club was held at that institution on Thursday evening, the 19th ult. The attendance was not so numerous as on former occasions, but a pleasant evening was spent. Supper was served in the dining room in a most satisfactory manner by the steward, Mr. Gillett.

The hon. sec. read a letter from Dr. J. C. Hall, resigning his office as president of the club, owing to ill-health; and the following resolution, on the motion of Mr. G. B. Cocking, was passed:—"That this meeting learns with regret that Dr. J. C. Hall has resigned the office of president of this club, and trusts that the affliction which has necessitated such resignation may prove to be only of a temporary character, so that the kindly associations which for so many years have existed between him and the members of the club may be resumed."

The first meeting of the newly-organized Chess Association for the West of Scotland was held at the King Street Hall, Helensburgh, on the 30th September last. Two tournies, for first and second class players, respectively, were arranged. In the first class only three competitors entered, Messrs. A. Hunter, A. K. Murray, and J. Jenkin. Mr. Murray defeated Mr. Hunter, and the game between the victor and Mr. Jenkin resulted in a draw. The second class tourney was more successful, sixteen players appearing in the lists, most of them, the *Glasgow Herald* reports, very evenly matched. The two prizes were taken by Mr. Gilchrist, of Glasgow, and Mr. Snodgrass, of Helensburgh. In the two handicap tourneys, the honours were taken by Messrs. Broom and Forewell in one, and by Messrs. Vueghs and Crum in the other. After the *soiree* held in the evening the officers for the ensuing year were elected, and it was resolved that the Association should meet next year in Glasgow. The following are the officers: President, Sheriff Spens; Vice-Presidents, Messrs. Moffatt and Murray; Secretary, Mr. Crum; Treasurer, Mr. Gilchrist; and Committee, Messrs. Hunter, Iago, Berwick, and R. M. Grant. The business part of the meeting concluded, the rest of the evening was devoted to "songs, reading, and speeches. The *Glasgow Herald* also reports the annual meeting of the Glasgow Western Chess Club. The championship match was won by Mr. R. S. Moffatt; Dr. Dougal, the President, securing second honours, and the club commences a new season with every prospect of success.

The number of amateurs that now engage in correspondence games should render easy of fulfilment the desire of our old correpondent, Desdechado, for an adversary. Any Chess-player disposed to break a lance with Desdechado is informed that that redoubtable knight's shield hangs at Micheldener Station, in Hampshire, and that the postman's knock upon it will be swiftly, if not fiercely answered. Correspondence play should present many attractions to amateurs residing in the country, indeed to many in London who dislike the rattle of a public room, and we are not surprised to learn that its practice is extending. Our personal experience of it is not very inviting, but we were victimised by an adversary who, instead of his move, would frequently send a graphic account of some junketing, the absorbing nature of which had prevented him giving any attention to the game. These things are better ordered now.

White M. T.	Black Amateur.
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 P to Q 3
3 Kt to K B 3	3 B to K 2
4 P to Q 4	4 P takes P
5 Kt takes P	5 B to K B 3
6 B to K 3	6 B takes Kt
7 B takes B	7 Kt to K B 3
8 B to Q 3	8 Castles
9 Castles	9 Kt to B 3
10 B takes Kt	10 Q takes B
11 Q to Q 2	11 Kt to K 4
12 P to K B 4	12 Kt takes B
13 Q takes Kt	13 Q to Q sq
14 P to K B 5	14 P to K B 3
15 R to B 4	15 B to Q 2
16 R to R 4	16 B to K sq
17 Q to R 3	17 P to K R 3
18 R to K B sq	18 B to B 2
19 R to B 3	19 K to R 2
20 R to Kt 3	20 P to Q B 3
21 Kt to K 2	21 R to R sq
22 Q to Kt 4	22 Q to K B sq
23 Kt to B 4	23 R to K Kt sq
24 Kt to Kt 6	24 Q to Q sq
25 Q to B 4	25 K R to K sq
26 Kt to B 8 ch	26 K to Kt sq
27 R takes P ch	27 K takes Kt
28 Q takes K R P	28 K to K 2
White mates in 4 moves.	

La Stratégie announces the organisation of a handicap tourney on a very large scale among the visitors to the Café de la Régence. The competitors will be divided by competent authorities into five classes, and will be paired for matches of two games. To form a prize fund, an entrance fee will be required from each player, and the proprietor of the Café, M. Kieffer, will add the sum of one hundred francs to the amount subscribed. Our lively contemporary holds out a hope that an international congress of Chess-players will be held in Paris concurrently with the proposed Industrial and Art Exhibition for 1878.

A new Chess monthly appeared at St. Petersburgh on the 13th September last. It is printed in the Russian language, and contains a choice selection of notable games, as well as specimens of contemporary play in the Russian capital. It is edited by M. Tchigorine, a young amateur of considerable local celebrity.

As the name and play of M. Tchigorine are probably as unfamiliar to our readers, as we confess they have been to ourselves, we extract the game in the margin for their enlightenment; it will be found well worthy of perusal. The games in the new monthly are printed in the German notation, and the subscription is five roubles—about a pound sterling per annum.

The Centennial year of American independence is to be celebrated by an international problem tournament, which, if successfully carried out,

will overshadow every past effort in that direction. The following prospectus of the proposed tourney is from the *Boston Globe*:—

THE CENTENNIAL CHESS PROBLEM TOURNAMENT.

That the Centennial Chess Tournament may possess a more wide-spread interest, it has been decided to hold a problem tournament, under the auspices of the chess editors of the United States, and such foreign countries as will give their kindly assistance. Problems with the customary mottoes, composer's address and entrance fee of fifty cents for each problem, may be sent to any of the Chess editors, who have the affair in charge, previous to the 1st of January 1877, at which time competition will be closed, and the award made with as little delay as possible. Competitors may send as many problems as they desire. There will be twelve prizes, as follows:—For the best set of three original problems, consisting of two, three, or four move problems, a prize of $50; for the second best set, a prize of $25; for the third best set, a prize of $12 50c.; For the best single problems, of two, three, and four moves, three prizes, each $10; for the second best single problems, three prizes, each $5; for third best single problems, three prizes, each $2 50c.

The amount of the above prizes are already guaranteed by the leaders of the movement, but, as the fees and subscriptions may make up a sum that will greatly exceed the required amount, the entire surplus will be given in one extra prize for the best single problem of the tournament. This prize (it is expected) will be the largest ever offered. The problems will be compared and judged upon the following points of merit: for ingenuity and beauty of trick design, 1 to 15 points; for difficulty of solution, 1 to 10 points; for beauty of construction of position, 1 to 5 points. This gives thirty points to a strictly first-class problem, and shows the bases on which composers may expect their problems to be judged. Let all join hands and make it a grand success. Dr. C. C. Moore, 155, Broadway, New York, has been appointed secretary and treasurer of this problem tournament, and writes us that he will personally guarantee the prompt payment of the full amount of the prizes in case of any deficiency, and will also see that the problems are thoroughly tested and placed on the day named (January 1, 1877,) in the hands of the umpire chosen by the Chess editors who further the project. The tournament is to be held under the auspices of the Chess editors of this and other countries, therefore problem composers may send their productions to any Chess editor they may choose; they will be published under the composer's motto, and appear as soon after as practicable. We approve of this tournament, and shall do all in our power to make it a grand success. In order that *The Globe* may stand at the head of American Chess columns, we propose to make the following liberal offer in connection with tho above, viz., provided that the set of problems winning the first prize be entered in *The Globe*, Chess column, we will present the author of the said set with an elegant parlour Chess-table, with Staunton men, valued at 50 dols. The table is being manufactured expressly to our order, with two-inch squares, and will be one of the handsomest souvenirs ever offered as a prize for a set of Chess problems. All problems intended as competitors in the Centennial Chess-problem Tournament, and addressed to Joseph N. Babson, P. O. box 643, Boston, Mass., will receive prompt attention, speedy publication, and stand an equal chance of winning any one or all of the above-named prizes, together with our Special Globe prize, which will be equal in value to the first prize in the tournament. As there will probably be a large number of problems sent in between this date and January 1, 1877, and as we cannot give more than two diagrams each week, we desire that those who have their sets in readiness will send them along at once, so there will be no cause for delay.

It will be seen that the tourney is conceived in the most cosmopolitan spirit. It is doubtful, however, whether European composers will be inclined to submit their competitions to be gauged by the points described in the above extract. We foresee, too, considerable difficulty in determining the difficulty of a Chess problem, unless the judges undertake to solve every one sent in. In that event, the truth might be arrived at by a general accord of opinion among them. For our part, we are so convinced of the necessity for a problem code that we shall be heartily glad to see the experiment tried. It is understood that the award of the prizes in this tourney will be made by a committee of experts, over whose deliberations Mr. S. Loyd will preside. That name alone should inspire the fullest confidence in the soundness and impartiality of the judgment.

The third number of the *American Chess Journal* is full of good things, not the least interesting of these being the extracts from contemporary papers welcoming its appearance in the Chess world. The problem department, under the supervision of Mr. S. Loyd, is conducted with all that great composer's freshness and originality and the games, although not so scientifically or copiously annotated as is the fashion in Europe, are accompanied by judicious observations which assist the student to a comprehension of the varying phases of the play. The verses, entitled a "Chess Idyl," which open the number, are good enough for the author's name to have been acknowledged. Some one has truly observed that the re-publication of anything of value is anything but superfluous, and, therefore, L. W. D.'s part in sending the "idyl" to Hannibal may be commended. For all that, L. W. D.'s zeal outran his discretion when he appended his initials, place of abode, and a date, 7th August, 1876, to the copy. From such data as these plain people, remote from Oconomowoc, Wis., will be likely to infer that L. W. D. intended to claim the verses as his own, and L. W. D. may consequently suffer in reputation until he has had an opportunity of giving equal publicity to an explanation. Meanwhile we take the opportunity of quoting L. W. D.'s "idyl" under the less pretentious title the verses originally bore when they appeared in Professor Tomlinson's Chess Players' Annual, 1856—viz., the "Contrast":—

The wise man thinks before he speaks,
And words of wisdom from him fall,
The fool speaks first, then haply thinks,
Or he may never think at all.

So in our royal game of Chess,
The rule of life is still the same,
Folly frets out its thoughtless hour,
And Wisdom plays a cautious game.

Even as a copyist L. W. D. bungles in substituting for the third line of the second verse as above, the prosaic statement that "Folly puts out *her* thoughtless *hand!*" We hope the Chess journals in this country that have credited L. W. D. with the authorship of these verses will correct the misstatement. They were written by Professor Tomlinson, and appear on page 145 of his annual.

The American Centennial Tournament, organised by the *New York Clipper*, was commenced at the Café International, New York, on the 20th September. Twenty-one players entered the competition for the three prizes given by Mr. Frank Queen, the proprietor of the above-named journal, viz., Messrs. Baird, Bird, Becker, Clarke, Cohnfield, Delmar, Dill, Dwyer, Ensor, Fowler, Gunther, Limbeck, Lissner, McCutcheon, Marr, Mason, Orchard, Rose, Ryan, Wernich and Williams. Full particulars of the conditions of the tourney and amount of the prizes were given in our last number, and we have only now to report that at the date of our last advice, the 17th ultimo, one day before the close of the battle, the chances of victory were very evenly balanced between Messrs. Bird, Delmar, Ensor and Mason, whose respective scores stood as follows :—

	WON	LOST		WON	LOST
Bird	15	2	Mason	14	2
Delmar	15	1½	Ensor	11	3

The rooms of the Café International have been crowded with visitors, and the contests of the leading competitors have been watched with unabated interest throughout the progress of the tourney, which is pronounced by the best judges to be the most successful affair of the kind ever held in America.

Chess players in all parts of the world will deeply regret to learn the death of Theodore Morris Brown, the great American composer of Chess problems. The following tribute to the memory of the deceased is from the pen of his life-long friend Miron of the *New York Clipper*.

"Ah! weep for Adonis—he is dead." Sad, indeed, is the duty devolving upon us this week—to record the death of our life-long friend and correspondent, Theodore Morris Brown. Personally, an unusually intimate relationship, even a romantic intimacy, has existed between Mr. Brown and the writer for nearly a quarter of a century. Neither has made any important move, or enjoyed any special pleasure or triumph, that the other was not promptly informed of, that he might share it. As a contributor to the *Clipper's* Chess column for more than twenty years, it could only be necessary to speak of him to the very youngest recruits. From the very first problems he ever composed, the autograph copies of which are among our Chess treasures, to the last which a fading eye and weakening hand permitted him to arrange, his most perfect efforts and his proudest victories have always been laid before us; and our columns, as those of no other paper, bear ample testimony to his prowess in the field of Chess, and the unwavering truth of his friendship.

In problem composition, he has justly been styled "The Bolton of America." For breadth, depth, grasp of conception, and ability to subject varied and apparently conflicting combinations to his will, out of apparently *outre* materials to evolve a harmonious whole by means novel yet perfect, he had no American peer. He had a "strong head," unyielding determination a never-failing hope of ultimate triumph, absolute faith in himself, and a tenacity of purpose which no temporary reverse could shake from its object. Here is to be found at once the basis and means of his numerous triumphs—from his first victory over the "Chess Monthly" to his 1st prize in a recent Western tourney.

Of all the "long problems" ever elaborated and somewhat ambitiously given to the world as illuminated frontispieces Mr. Brown's 62-move in "*Clipper* Chess Problem Tourney" is one of the very few that have stood unscathed the crucial text of its position. Mr. Brown, as is well known, took the professionals' great gold medal in the tourney just cited, as he also did the silver medal, of the same size and design as the gold one, for the competition in conditional problems. In this class of composition, as also in suimates, Mr. Brown was *facile princeps* in America. In variety of composition he never had even a rival. Fortunately for his fame, aided by numerous faithful and loving friends, he lived to see the great collection of his *opera* made up and nearly prepared for the press. This work will comprise over 600 problems—and what lover of Chess, and of American triumphs in it, will not require a copy?

Nor was Theo. M. Brown alone a problematist. In play he was highly talented and highly accomplished. Indeed, he was for many years one of the two or three whom we looked upon as possible winners of our American championship—both before and after Captain McKenzies's accession. Mr. Brown had an absolute genius for all games of skill, and in playing Chess was at once far and quick-sighted, brilliant and attacking. One of his special prides was the brilliant Chess equipages he won of Herr Neumann in Berlin on the somewhat Quixotic challenges of that Caissan paladin.

Mr. Brown's education was, primarily, for music. In this department of art he was a perfect prodigy—appearing in public concert at eight years of age. After years of studious application and brilliant practice here, he repaired to Europe to complete his musical education in the best schools and under the first masters of Germany. He returned, and, alas! practically all was over. Disease, with a near prospect of speedy fatal termination, was already upon him. From that day on, his life has been a heroic struggle against pain and disease—buoyed up by hope, courage, unfailing good spirits, and the consolations and ministrations of the best of friends. His first painful disease from which he suffered agonies to which death could have made no addition, was a heart affection. Then bronchitis, which became chronic, and finally settled upon the lungs. Courage could go no farther, medicine was powerless, change of air and scene was no longer available; the tears and prayers of affection could no longer retain him; and on Monday, Sept. 25, 1876, in full possession of his faculties, peaceful, resigned triumphing, Theo. M. Brown breathed his last at his home in Penn Yan, N. Y.

The late Mr. Brown was a chief even among the *alumni* of the problem world. His compositions are distinguished by remarkable originality and a grace of construction peculiar to himself. To his kindly personal qualities the writer can testify, one of his pleasantest recollections of a brief sojourn in New York being the opportunity it afforded him to become acquainted with Theodore Morris Brown. Appended to the article quoted above is a problem composed by Mr. Brown only a week before his death. This last of his compositions is given below, and beside it the one in which he made his first appearance as a composer some thirty years ago.

In Memoriam.—By Theo. M. Brown.

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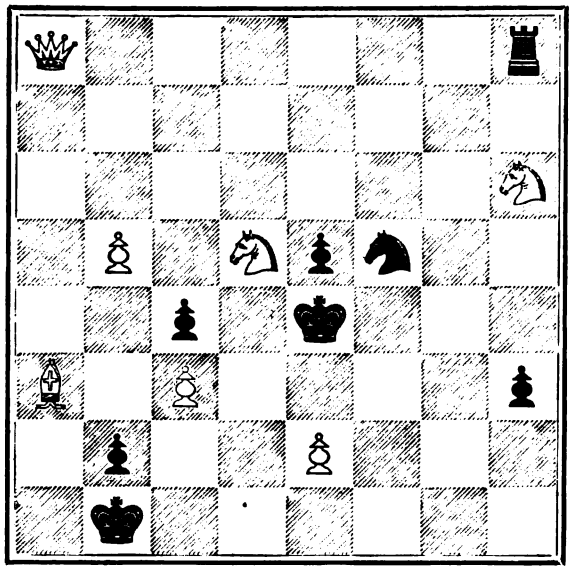

WHITE.

White to play and mate in three moves.

The First Problem of Theo. M. Brown.

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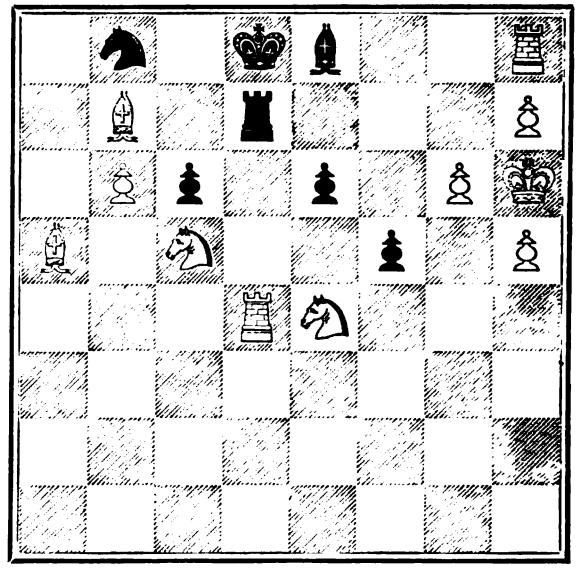

WHITE.

White to play and mate in two moves.

The problem tournament of the *Lebanon Herald* has been so singularly successful in respect of the number of competitors, that a long time must elapse before any award of the prizes can be made. Mr. R. L. C. White. the editor, requests us to announce that 137 positions have been received, and that so soon as these have been duly published in his column, the work of the judges will be commenced without delay. The column of the *Lebanon Herald* was so unusually fresh and interesting in its contents that we have cause to regret the irregularity with which it comes to hand. We have not now seen a copy for some months.

OUR PORTRAIT GALLERY

Will be continued next month, with a sketch of the veteran player and author, GEORGE WALKER.

SOLUTIONS OF PROBLEMS.

No. 835.

White	Black
1 R to B 5	1 Kt takes R(a)
2 Q to B 4	2 Aught
3 Mates	

(a)

	1 B takes R (b)
2 Kt takes B P ch	2 K moves
3 R mates	

(b)

	1 P takes R
2 Kt to Q 7	2 Anything
3 Mates	

No. 836.

1 Kt to Q 4	1 B to R 7 (a)
2 Kt to K 2	2 Aught
3 Mates	

(a)

White.	Black.
	1 B to K 7
2 Kt to Q Kt 6 ch	2 K moves
3 R mates	

No. 837.

1 R to K B sq	1 P takes P (a)
2 R to B 5 ch	2 P takes R
3 Q P takes P	3 Aught
4 Mates	

(a)

	1 Kt takes P
2 B to B 6 ch	2 K moves
3 P to K 5 ch	3 K moves
4 B mates	

No. 838.

White.	Black.
1 R to Q B sq	1 R at Kt 8 to Kt 6
2 P to R 5	2 P to R 3
3 R to K R sq	3 P to R 4
4 B to Kt 2	4 Aught
5 Mates	

No. 839.

1 Q to R 7	1 P takes Kt
2 Q takes P ch	2 K takes Q
3 B mates	

No. 840.

1 Q to K R sq	1 P to K 4
2 Q to Q B 6	2 R to R 4
3 Kt to Q R 6	3 Aught
4 Mates	

No. 841.

1 Q to Q Kt 7	1 Q takes Q
2 Kt takes B	2 Aught
3 Mates	

No 842.

1 Kt to B 3 ch	1 K takes Kt
2 P to Kt 8 bishop ch	2 K takes Kt
3 B from B 2 to R 7	3 R moves
4 Q to Kt 4 or B 2	4 R takes Q mate

PROBLEMS.

PROBLEM 856.—By W. MEREDITH.

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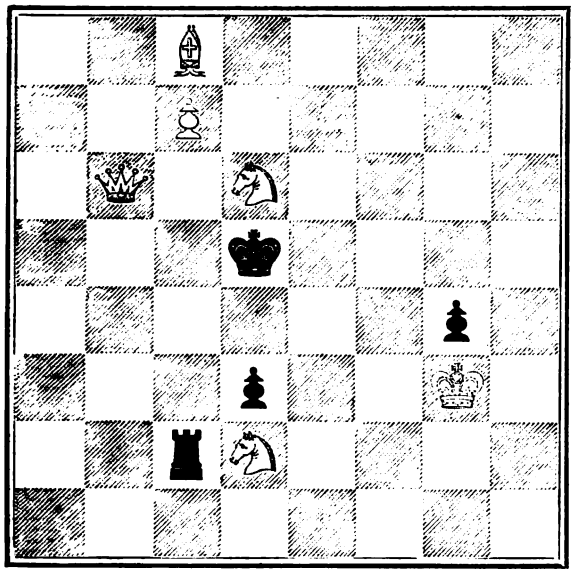

WHITE.

White to play and mate in three moves.

PROBLEM 857.—By J. W. ABBOTT.

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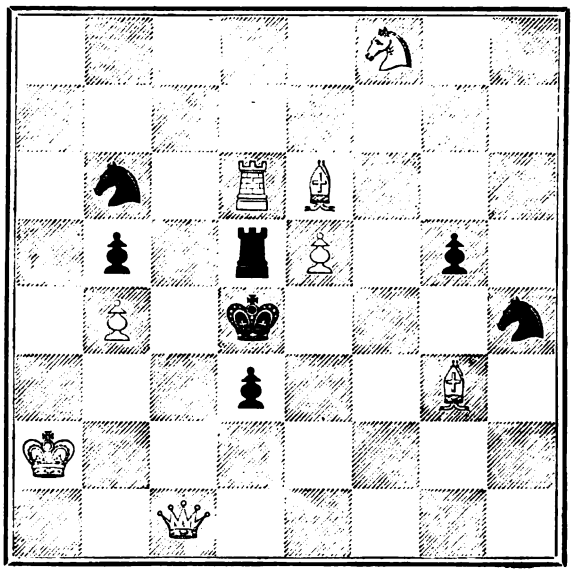

WHITE.

White to play and mate in three moves.

PROBLEM 858.—By J. KLING.

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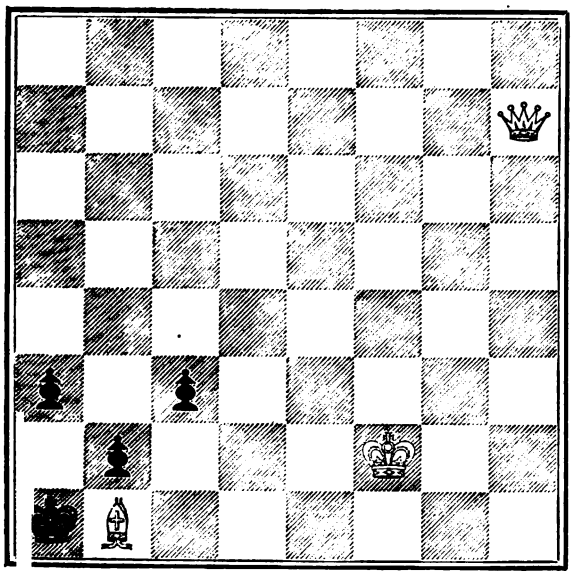

WHITE.

White to play and mate in three moves.

PROBLEM 859.—By HY. D. W. CLARK, of Siberia.

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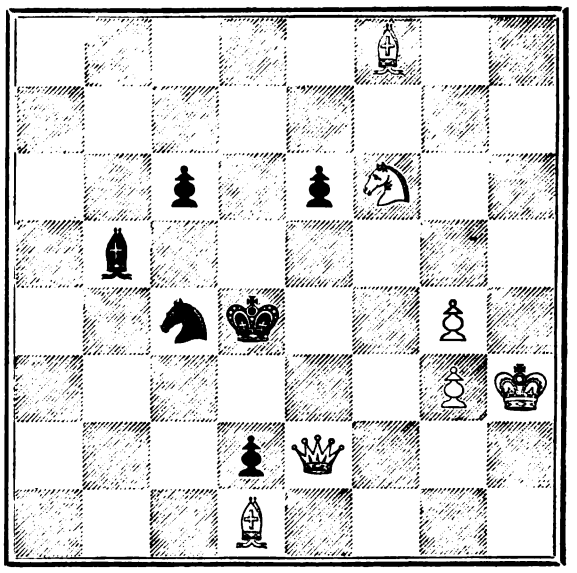

WHITE.

White to play and mate in three moves.

PROBLEMS.

PROBLEM No. 860.—By C. CALLANDER.

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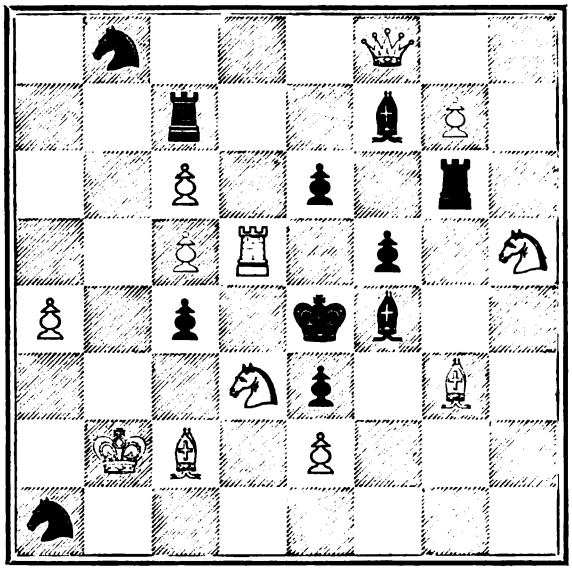

WHITE.

White to play and mate in four moves.

PROBLEM No. 861.—By E. J. L.

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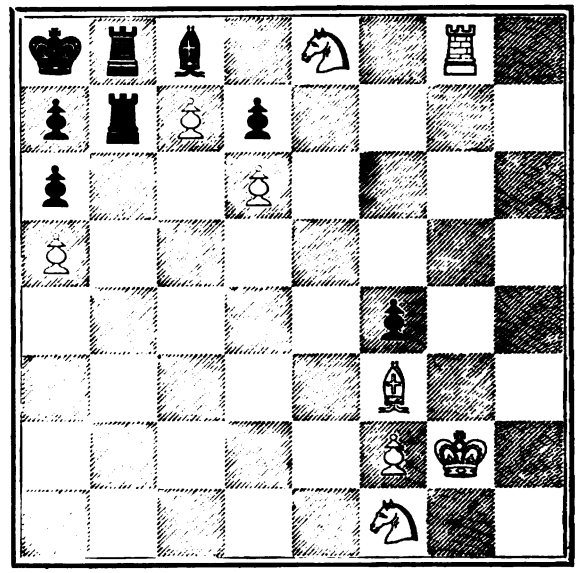

WHITE.

White to play and mate in four moves.

PROBLEM 862.—By J. PIERCE, M.A.

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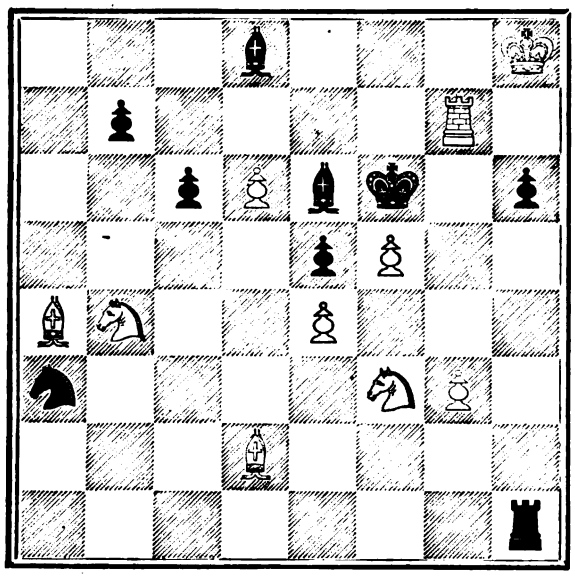

WHITE.

White to play and mate in five moves.

PROBLEM 863.—By ROBERT BRAUNE.

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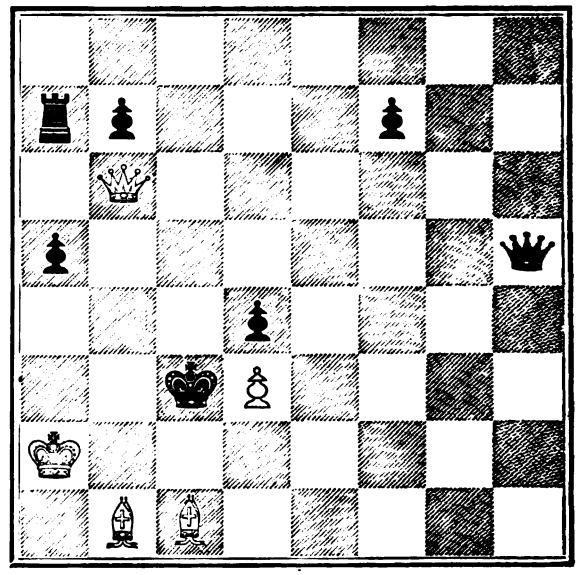


WHITE.

White to play and self-mate in two moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 208.

Muzio Gambit.
Remove White Q Kt.

White. Mr. W. G. WARD.	Black. Mr. T. CRISP.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to B 3	3 P to K Kt 4
4 B to B 4	4 P to Kt 5
5 Castles	5 P takes Kt
6 Q to P	6 Q to B 3
7 P takes K 5	7 Q takes P
8 B takes P ch (a)	8 K takes B
9 P to Q 4	9 Q to B 4
10 Q to Kt 3 ch	10 Q to K 3
11 R takes P ch	11 Kt to B 3
12 Q to K B 3	12 P to K R 4
13 B to Q 2	13 P to Q 4
14 R to K sq	14 Q to Q 3
15 B to Kt 4	15 Q takes B (b)
16 R takes Kt ch	16 K to Kt 2 (c)
17 R to B 7 ch	17 K to Kt sq
18 R to K 8	18 Kt to Q 2 (d)
19 Q takes Q P	19 R to R 2 (e)
20 K R takes B, double ch	20 K to K 2
21 Q to K Kt 5 Mate.	

(a) This sacrifice was first made by P. Morphy, in a game where he gave the odds of the Q Kt.

(b) 15 B to Kt 5 was the best rejoinder.

(c) If 16 K to Kt sq, White mates in a few moves, beginning with 17 Q takes P ch.

(d) 18 Q takes Q P ch, 18 K to R sq, 18 Kt to Q 2, would save the game. If then, 19 P to B 3, Black replies with 19 Q to Kt 2.

(e) The sacrifice of the Queen, by 19 Q takes P ch, would again turn the tables.

GAME 209.

Muzio Gambit.
Remove White Q Kt.

White. Mr. W. G. WARD.	Black Mr. H. BROWN.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to B 3	3 P to K Kt 4
4 B to B 4	4 P to Kt 5
5 Castles	5 P takes Kt
6 Q takes P	6 Q to Kt 4
7 P to Q 4	7 B to R 3
8 B takes P ch	8 Kt to Q sq (a)
9 Q to Q Kt 3	9 Kt to K 2
10 B takes P	10 Q to R 5
11 B to Kt 3	11 Q takes P
12 Q R to K sq (b)	12 Q takes P ch
13 B to B 2	13 Q to Q 3
14 R takes Kt (c)	14 Q takes R
15 R to K sq	15 Q to B 3
16 Q to Q B 3 (d)	16 Q takes B (e)
17 Q takes R ch	17 B to B sq
18 B to R 4 ch	18 Q to K 2
19 B takes B Mate	

(a) After 8 K takes B, 9 B takes P, 9 Q takes B, 10 Q to R 5 ch, 10 K to Kt 2, 11 R takes Q, 11 B takes R, Black would remain with five pieces against the Queen, but I hardly think that he could purchase the development of his forces for anything less than the sacrifice of two pieces.

(b) All this is very finely played.

(c) The first move of a brilliant combination, by which Mr. Ward carries the game in the real "odds giving" style.

(c) 15 B to Kt 2 was the only saving move. White replies then with 17 B to Q 4.

(d) A beautiful *coup*.

GAME 210.

Played 14th April 1876.
French Defence.

White. Mr. ENSOR.	Black. Mr. MASON.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P to K 5	3 P to Q B 4
4 B to K 3 (a)	4 P takes P
5 B takes P	5 Kt to Q B 3
6 Kt to K B 3	6 Kt to R 3 (b)
7 B to Q 3	7 B to K 2
8 P to B 3	8 P to B 4
6 Q Kt to Q 2	9 Castles
10 P to K R 3	10 B to Q 2
11 Q to K 2	11 R to Q B sq
12 B to B 2 (c)	12 Kt takes B
13 Kt takes Kt	13 B to B 4
14 Q Kt to B 3	14 Q to Kt 3
15 B to Q 3	15 B takes Kt
16 Kt takes B	16 Kt to B 2
17 P to K B 4 (d)	17 Q to Q sq
18 Q to K B 4	18 Q to K 2
19 P to K Kt 4	16 P to K Kt 3
20 P to Kt 5	20 Kt to Q sq
21 P to K R 4	21 P to Q R 3
22 P to R 5	22 K R to B 2
23 Q to R 4 (e)	23 R to Kt 2
24 R to R 2	24 Kt to B 3
25 Q to B 2	25 Kt takes Kt
26 Q takes Kt	26 B to Kt 4
27 K to Q 2	27 B takes B
28 Q takes B	28 P to Q 5 (f)
29 P takes P	29 Q to Kt 5 ch
30 K to K 3	30 P takes P
31 P to R 3	31 Q to Kt 3
32 R to Q sq	32 P to K R 3
33 Q to K 2	33 P takes P
34 P takes P	34 R takes P
35 R to Kt Q	35 R to Kt 5
36 R takes R	36 R P takes R
37 K to B 4	37 Q to Kt 6
38 R to Q 3	38 Q to Q 4
39 K to Kt 3	39 K to Kt 2
40 R to Q B 3	40 R to K R sq
41 R to Q 3	41 K to Kt 3
42 P to Kt 4	42 Q to Q sq
43 P to R 4	43 Q to R 5 ch
44 K to B 4	44 Q to Kt 4 ch
45 K to Kt 3	45 P to B 5 ch
46 K to Kt 2	46 P to B 6 ch
47 R takes P	47 P takes R ch
48 K takes P Resigns.	48 R to R 6 ch

(a) The early advance of the King's Pawn in the French Opening is justly considered unsound. It is usually followed by 4 P to Q B 3. The move in the text allows White a quicker development of his forces.

(b) Black could proceed here with 6 P to B 3.

(c) Loss of time. Why not 12 P to K Kt 4? White's position is not of a nature, to allow him to play a waiting game.

(d) Necessary to prevent 17 Kt to Kt 4 and 18 Kt to K 5.

(e) Giving away the last chance of an attack which could be carried on with 23 P takes P, 23 P takes P, 24 R to R 6, 24 R to Kt 2, 25 Kt to B 3 and 26 Kt to R 4.

(f) A well-timed sacrifice of a pawn which breaks up White's game completely.

GAME 211.

Played on the 7th January 1875, at Simpson's

Ruy Lopez.

White. REV. S. W. EARNSHAW, M.A.	Black. HERR ZUKERTORT.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to K B 3
5 Castles	5 Kt takes P
6 Kt takes P (a)	6 Kt takes Kt
7 R to K sq	7 Kt to B 4
8 R takes Kt ch	8 B to K 2
9 B to Kt 3	9 Castles
10 P to Q 4	10 Kt takes B
11 R P takes Kt	11 P to Q 4
12 Kt to B 3	12 P to Q B 3
13 Q to Q 3	13 B to Q 3
14 R to R 5	14 P to K Kt 3
15 R to R 6	15 R to K sq
16 B to K 3	16 B to B sq
17 Kt to R 4	17 B takes R
18 B takes B	11 Q to R 5 (b)
19 Q to Q 2	19 B to Kt 5 (c)
20 P to K B 3	20 B to B sq
21 Kt to B 5	21 P to Q Kt 3
22 B to Kt 5	22 Q to R 4
23 Kt to Q 3	23 K to Kt 2
24 Q to K B 4	24 P to R 3
25 B to B 6 ch	25 K to R 2
26 P to K Kt 4	26 Q to R 6
27 Kt to K B 2	27 P to K Kt 4
28 Q to Q B 7	Resigns.

(a) The usual continuations are 6 P to Q 4 and 6 R to K sq.

(b) Black is the exchange ahead, and should win with moderate care.

(c) A very injudicious sortie, which enables the opponent to obtain an attack,

(d) K to Kt sq was the proper rejoinder.

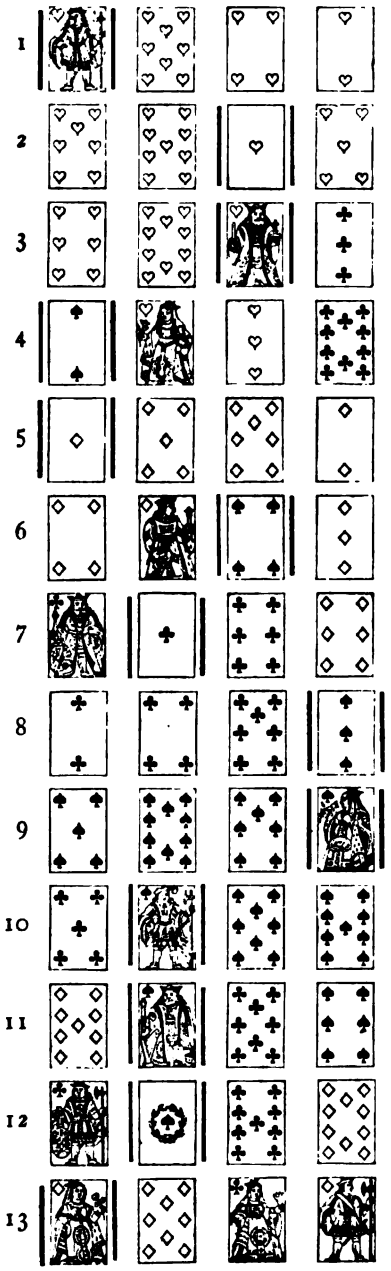
(e) A blunder. 26 P to K Kt 4 was the only saving move.

WHIST.

HAND No. 146.

A strange hand observed at Bumblepuppy-Super-Mare.

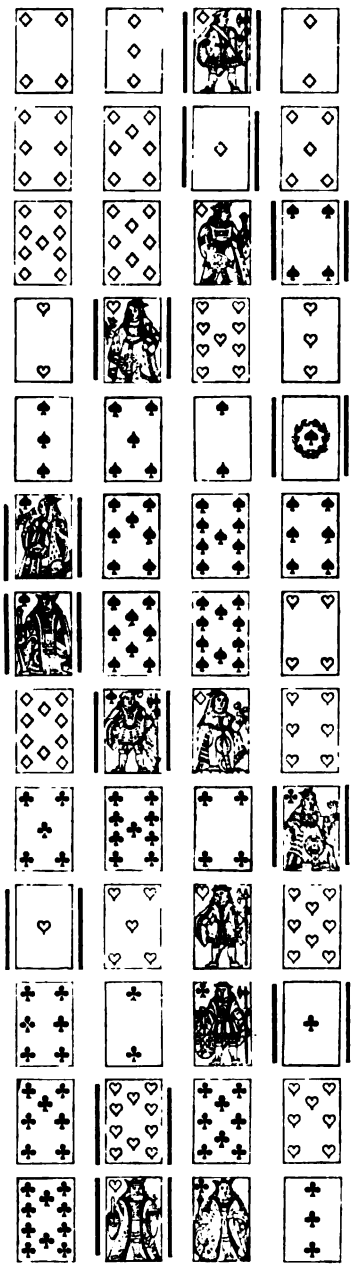
Score love all. Spades trumps.



HAND No. 147.

Score—A and B 4, X and Z 3.

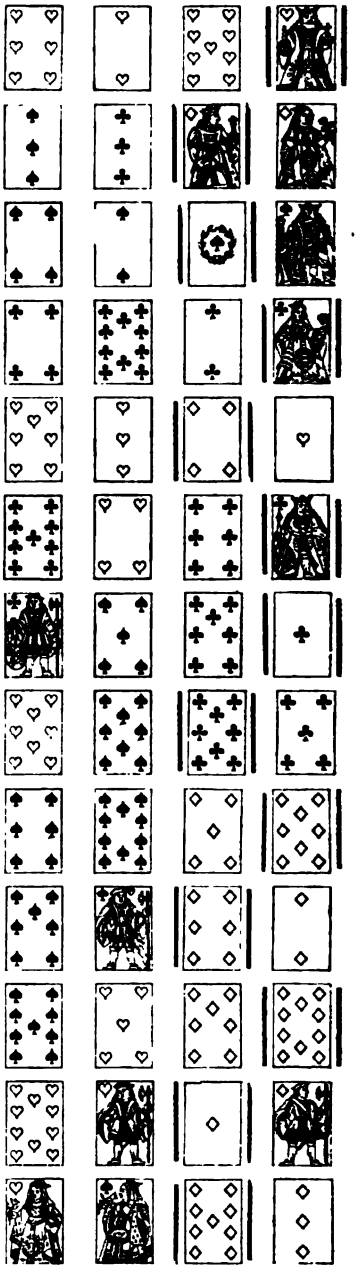
Spades Trumps.



HAND No. 148.

Score love all.

Diamonds Trumps.



HAND No. 148.

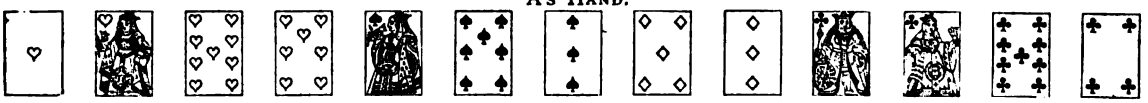
NOTES BY PEMBRIDGE.—Observe this hand and sympathise with me. Diamonds (Trumps): Qn, Kn, 10, 8, 3, 2. Spade King. Hearts: Ace and King. Clubs: Ace, Kg, Qn, 5. It is not cooked; it occurred in actual play; it is about the

best hand I ever held. I did not throw any tricks away, nor did my partner, and still I lost the odd one. N.B.—As no one is *now* more awake than myself to the fact that if I had waited a week or two before leading trumps the result would have been different, no information is required on this head.

No 125.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. Lewis.

A's Hand.



X's Hand.

B's Hand.

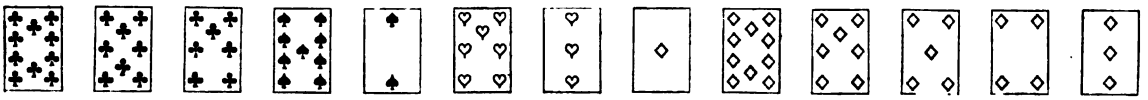
Z's Hand.

Clubs trump. A to lead and A and B to make 5 by cards.

No. 126—DOUBLE DUMMY PROBLEM.

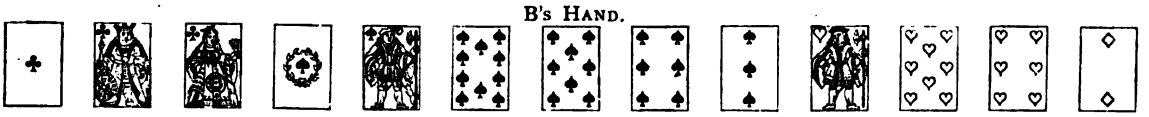
FROM ACTUAL PLAY.

A's Hand.

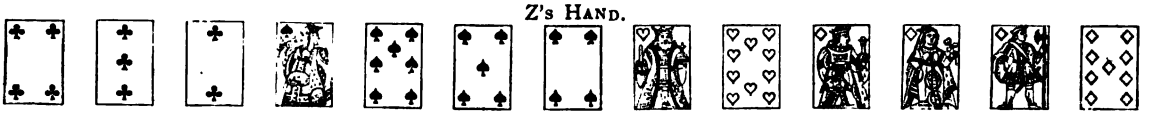


X's Hand.

B's Hand.



Z's Hand.



Clubs trumps. A to lead. Which side gets the odd trick?

SOLUTION OF DOUBLE DUMMY PROBLEM, No. 124.

By D. M. L., Leith.

1. A leads Clubs 6, taken by X with Ace.
2. X leads Diamond King, taken by X.
3. X leads Diamond Ace.
4. X leads Diamond 5, taken by B, A Spade 3.
5. B leads Ace trumps, taken by B.
6. B leads Clubs 9, taken by A with Queen.
7. A leads trumps Knave, taken by X, B Spade 2.
8. X leads Diamonds 7, Z trump 8, taken by A with Queen.
9. A leads trump, taken by X, B small Spade.
10. Taken by X with 13th trump, B small Spade.
11. X leads Spade 5, B Spade Knave, Z King, taken by A with Ace.
12. } Taken by A.
13. }

The result being A and B make the odd trick and two by honours.

Correct Solutions received from D. M. L. (Leith), Bessie, Gray's Inn, Thatched House, Brighton Club, L. O. U., and Peter. All others wrong.

JOTTINGS.

EVERY man believes that he is a Whist player, and therefore that the necessary faculties are innate. Some believe practice to be necessary, but only for the purpose of quickening the faculties. The knowledge they have, but without practice that knowledge is not readily applied. To some extent we see the same idea in other games. Many believe that they can play Double Dummy, Ecarté, or Piquet at sight, but then they are not bothered with partners to spoil their schemes. The illusion, although kept up on the "luck," or "want of luck" theory for some time, in the end is dispelled by the loss of their money; or the player may begin to learn from constant play. A dull man, with practice, may learn Ecarté. The stand hands are worked out, and in the play there is no great complexity. It is remarkable that this peculiarity should be confined to card games. The man who knew nothing of the game would be thought mad who sat down to play at Chess for money. Yet at Poker, which is not quite a game for babies, we see men enter who have not only never played, but who have never seen the game played, and who, to their astonishment, lose. Now, at Poker, a good player would be wise to look on at any new poker players for three or four times without playing, for the purpose of studying the idiosyncrasies of the players. For a man without the knowledge of the order or value of the cards, without being acquainted with the details of the game, to endeavour to set his wit against the practised player seems to us greater folly than playing at Chess for an unascertained stake. The young speculative player gets landed in a heavy loss before he has realised what he is doing. The game, as played here, is not an amusement, except as all gambling can be said to be pleasure. The stakes are so high that a man of moderate means may be crippled for years from one night's losses. It is not as if the players had equal means. The man with £1,000 plays with another who has £10,000; and, given equal skill and prudence, the one with £10,000 is certain to win the £1,000 before the other wins £10,000. The £1,000 man is lost, when the £10,000 man has only lost a tenth of his fortune. We do not think any rules can be laid down to keep the game within reasonable limits. The players must do this for themselves. We know it is tempting to make a big sum with four aces, but it is not a satisfactory thing to have accomplished. We all want to win, but we do not all want to ruin our fellows. The game can be kept within bounds if the feeling is kindly amongst all parties. The leaders can do much, and a few good fellows will soon leaven the lot. It is not one greedy or grasping player that can make the game too strong. It takes two players to make a big stake, and with a very good hand a player may moderate the others by calling the hand without raising the stake. We have seen ill-feeling exhibited at this game, and a desire shown to pay off an old score for some prior offence. This may be fatal to one or other of the enemies, but it is fatal also to the game. Rashness begets rashness, and a big stake from any cause tends to produce more and bigger stakes. The game as a game, unless conducted in a chivalrous spirit—each gentleman paying some regard to the feelings of the others—is entirely at an end, and it would be much better to take to Roulette or Rouge et Noir, where similar passions cannot be roused. It should be borne in mind by the lovers of games of chance or hazard that there are few clubs that permit this pastime, and the reason for it is not far to seek. It is not to the interest of any club that its members should be ruined, and yet it is the common experience of all clubs that this result is constantly brought about. The play is too high for the pockets of the players. One falls off here and another there, and the club or coterie gets broken up. If players must gamble, then it is to their interest that the play should be at the club. The consequence of a prohibition of the Committee we have seen again and again—the adjournment to another room. No club desires its members driven to that. It is the interest of the club not only to keep its members, but to have them as much, as often, and as long as they will stop, so that the prohibition of games of chance is nearly always a loss to the club. The committee stops the gambling, although it is against their interest to do so, and this must be from weighty reasons or causes such as we have suggested. It is at all times disagreeable for a club or committee to interfere with its members. We wish to be free, and we desire every one to be free to do as they please. If every one behaved as a gentleman, the committee ought to have nothing to do. A host would hardly expect his guests to be noisy and quarrelsome, nor do the committees of clubs expect such conduct. It is not as hosts that they are annoyed. They are the guardians (or ought to be) of the comfort of the guests, or members, and in what card room can any one play with comfort if the other players are noisy and quarrelsome. Every man who makes a noise in a club, whether in the card room or not is a public nuisance. In the olden time, if two players differed, they were satisfied to leave their disputes to a third party, and abide by the result. Now-a-days there are players who differ; they leave their disputes to arbitration, and then refuse to be bound by the decision. We witnessed a case of this sort recently; A and B were playing at Piquet, and quarrelled. B went to another room; A went to the Whist table, and declared in. The rubber was shortly over, and B came back and insisted on his right being equal to A's. As neither would give way, C was asked his opinion, and he decided that A had a prior title to the seat. B was dissatisfied, and left the point to D, A and B both agreeing to be bound. D said A's title was the better. Now it does not matter a straw whether the decision was right or wrong. We have no infallible judges. The object of a reference is not to get good law, but to settle off hand any question that may arise, to prevent heated discussion. Gentlemen should bow at once to any decision thus given; but not a bit of it. B was in a towering passion. He was in a rage with A and in a rage with D. He said it was perfectly disgraceful; that "D knew the law perfectly well, and he knew better,"

We should like to ask who will accept the office of referee on such conditions. It is intolerable to find men so far forgetting themselves in this manner, and it is very little satisfaction to D to have it said, "Oh, you know B is such a good fellow, you like him so much, and his passion is so soon over." No doubt all this is very true. But if he smashed the chairs and the chandelier and looking glass, or hit some one on the head, no doubt the passion would soon exhaust itself, but can such a thing be tolerated? Friendship and regard for a good fellow cannot make us blind to the fact that he has forgotten himself. No such thoughts can prevent our thinking that he ought to command his temper, or that he should choose other associates. In this year of Grace 1876, in private, as in club life, we expect some regard to be paid to the courtesies of life.

Yet another case. A and B play at Piquet. A is dealer. On counting the stock he finds nine cards and proposes to take the top one as belonging to himself. B objects, and insists on a new deal. Row as usual. Neither party had seen their cards, and there was nothing in it. B gave way. Later on A called 5 cards. B said, "Not good," but B played without showing his point, so A said, "Now if you do not apologize for your previous claim about the deal, I insist on the law, and you shall not mark your point." The claim was good in law, but the remark was simply offensive. The two players never show their points unless asked to do so. But then if men are so silly as to play with a sharp player, and will not act according to the strict law, they must expect every now and then to be punished. You cannot afford to give up its rigour unless you know your adversary.

The noisiest Whistplayer in Europe says he likes Whist, because it is such a nice quiet game, and you are not *obliged* to talk. We agree with him.

ECARTÉ MORALITY.

If you deal yourself 6 cards, and your adversary proposes, say, "How many?" throw out 1 more card than you take in. It is not your business to criminate yourself—your adversary should take care of himself. I can show this rule in all the French authorities.

If you have 3 sevens and an eight in plain suits, with the King of Trumps, drop the King on the table, and your adversary will propose. This is part of the *finesse* of the game, and it is your only chance of getting the odd trick.

If you ask for cards, and dealer says 'How many?' do not answer. He may give you too many, and you then play or not at your option. If you elect to play the hand and throw out one card out of six, you must get some advantage, and, if you do not play, any way you mark the point.

The etiquette of the game should be followed, if to your advantage, but not otherwise.

Right and wrong at Ecarté are governed by the laws. Anything not directly forbidden can be done by Ecarté players. If Moses had not told the Jews that they should not steal, would they not have been justified in so doing?

Sometimes an advantage is to be obtained by playing quickly. Put down two or three cards in succession, and claim the trick or game.

Banging the cards on the table has a good effect on a nervous adversary. The Whist-players or outsiders may remonstrate about the noise. In the meantime score your game. If you are in doubt whether you are entitled to 1 or 2, mark 2.

ECARTÉ. A VERY SIMPLE ENDING. A and B have each one trick. B has the lead, and he has in his hand Trumps King, 10, 9. What do you lead?

DRAMATIC NOTES.

AT the dinner which the Lord Mayor so gracefully gave the other day to the members of the theatrical profession, the speeches for the most part contained rose-coloured views of the present state of dramatic affairs. And there certainly seem to be some grounds for this chorus of congratulation, whether the quantity of plays or the quality of the players now before the public be regarded. The theatrical horizon, that is, that which is within the ken of criticism in the principal newspapers, is widening fast, and now extends to the Court Theatre in the West, the Park in the North, and the Standard in the East. On the South side, although *Dii minores* are plentiful, there is no theatre of the first rank, for the Surrey, which was formerly a transpontine Sadler's Wells, has, like that theatre, fallen into decay. As regards actors, the speakers at the Lord Mayor's banquet would have been justified in using stronger terms of praise, for never, within our memory, has there been a higher level of excellence all round in the companies at the various theatres, and this, too, when many prominent performers are in the provinces. The most important speech, however, was that of Mr. Phelps, who directed his remarks to a single point, that of a Shakspearian theatre, enjoying a moderate subsidy from the Government. Now Mr. Phelps is on this matter a man of vast experience, having, as he said, managed a theatre for eighteen years, with

Shakspeare's plays as his sole stock-in-trade, and he speaks practically and in a business-like way. He declares that Shakspeare is an educator, that he should be employed to co-operate in the educational movement of the day, and that Government should assist by subsidising a theatre for the performance of Shakspeare's plays. But, with all deference to Mr. Phelps, we fear his idea is impracticable. If the subsidised theatre were managed by a Committee, as was suggested a year or two ago, it would be wrecked on the sands of quarrelling in a month. It might succeed, with public support, if managed by one man, who would combine, as Mr. Phelps did, a love for his art, and an "economic plan" of management. But such men are very scarce, and Mr. Phelps himself is probably too advanced in years to start on such an enterprise. And then, supposing Mr. Phelps, or somebody as good, and the subsidy to be both available, comes the question of public support. It may be said that with Shakspeare at Drury Lane and the Queen's, and shortly also at the Lyceum, public support is certain. But for the reasons given last month we doubt not only the permanence of the public taste, but also whether the managers of Drury Lane and the Queen's are going the right way to enlist it. Well, then, it may be said again, look at Sadler's Wells and Mr. Phelps' 18 years of management. To that we reply that the success of Shakspeare at Sadler's Wells was due to Mr. Phelps alone, and that directly he relinquished management, both Shakspeare and the theatre were forgotten. Sadlers' Wells has never succeeded since, and we are not sure that the building itself remains as a theatre. As to the Queen's, where Mr. Phelps is now performing, it is announced that Mr. Coleman, the manager, is a bankrupt. Either he has lost his money over *Henry V.*, which is not a sign of the popularity of Shakspeare, or he had none when he opened the theatre, which shows under what auspices and with what reverence Shakspeare is produced.

The theatrical season, that extends from October to June, is not unlike one of those big races, such as the Cambridgeshire Stakes, in which a number of horses run. Everything looks fair and hopeful at starting, but there is a disastrons tailing off before the finish. Last year the season began prosperously for the theatres, but before Christmas was over, complaints were heard of hard times and bad business in many quarters, and collapse followed. This year again, if we may trust appearances, managers are sanguine of success; for, with the single exception of the Holborn Amphitheatre, every theatre in London is open, or on the point of opening; and putting aside Covent Garden, the Lyceum, the Duke's, and Sanger's, each establishment proffers to the public some form of the drama, opera bouffe alone excepted, which has vanished like a dream, leaving nothing behind, save a curiosity to know what has become of those persons who used to appear in it. Either they have gone into the ranks of the ballet at the Alhambra and the Canterbury, or they are merely waiting in retirement till a new turn of the wheel brings opera bouffe back again. Another idol of the professors of sweetness and light is cracked and in danger of being broken to pieces. The Royalty Theatre was opened last week, for the performance of French plays, and we naturally looked the very next morning for a column of eulogy in the *Daily Telegraph*, but alas! no notice was published of the once beloved French plays for some days; and, when it did appear, it was only to curse instead of to bless. 'There was a time,' writes the *Telegraph* critic, 'when any French piece was 'received with the wildest enthusiasm, and each French actor criticised as if he were a genius.' To whom does this apply, we should like to ask, if not to the writer and his brethren. Again he says that playgoers are to discard their "lingering impression" (it was the critics, not playgoers, that were impressed) that French plays and players are of distinguished excellence; and he speaks of the "French play phantom" as Mr. Gladstone of the Russian hobgoblin. With every word of this we heartily concur; and it is grateful to witness a critic of such 'distinguished excellence' coming round to the views we have held for years. At the same time, we cannot help thinking that criticism should not merely follow fashion, nor break out, like an epidemic, first hotly in one direction, and then in another diametrically opposite. The providers of French plays, who may have been induced by wild enthusiasm in their favour in 1875 to embark on a fresh enterprise in 1876, are in the position of a man who, having been advised to buy certain stock, has no sooner bought it than he finds his very advisers declaring it to be rotten. In this case the stock no doubt is rotten, in the sense of being worthless, but the critic opens his eyes too late to prevent mischief, or, at least, irritation. Similarly Mr. Chatterton, of Drury Lane, is much annoyed with the *Times* for giving a hostile notice of *Richard III.* in 1876, although it praised it in 1868. The question, of course, is, whether a critic is bound by the opinions of his predecessors, but, however that may be decided, some credit is due to the ingenuity of the manager, who, whilst publishing his disgust at the *Times* criticism, extracts so much of it as will serve him to quote as a favourable opinion of the press.

Amongst the speakers at the Lord Mayor's dinner was Mr. Wills, who, amongst other things, advocated the idea of imparting Human Nature to the dry bones of history. We do not know whether Mr. Wills had his own so-called historical plays in his thoughts, but if so, he regards them with more affection than the public in general, which will be disposed to look on them not merely as distortions of history, but as distortions the wrong way. We can understand a novelist or dramatist slightly diverting the course of history in order to make his hero and heroine more happy than facts had done, but Mr. Wills chooses for his operations profligates as the Duke of Buckingham, or courtesans as Jane Shore, and sets to work, not merely to whitewash them, but to show that they, like the proprietor of the Argyll Rooms in the eyes of a Middlesex magistrate, deserve well of their country. It is announced that Mr. Wills has also written a play on Nell Gwynne, in which he will perhaps endeavour to prove that her intimacy with Charles II. was of great service to the country in that it caused the founding of Chelsea Hospital. *Jane Shore*, which has been produced at the Princesses, is a dull play in five acts. It contains one

good sensation scene, which suffices to draw crowds who care nothing for the rest of the play, just as the young visitors at the Polytechnic listens not to the lecturer, but wait for the dioramic picture. Mr. Wills's object, apart from the desire to attract by a sensation scene, is to make a very nice woman indeed of Jane Shore, whom he evidently regards in some puzzling fashion as more sinned against than sinning. Let us suppose Jane Snooks in private life, living in a man's house as his mistress, and abusing his wife, whilst her own hushand sits at home at his desolate hearth, and the child she has abandoned dies. Her protector also dies and Jane, seeing that the game is up in that quarter, slinks off to her own home and expects to be taken in again as if nothing had happened. This is exactly how Mr. Wills has treated *Jane Shore* in the first and second acts, and though the husband rejects her then, and she undergoes in the fourth act her famous penance, she is restored to the marital bosom in the fifth. If the pit and gallery at the Princesses understood or cared for this rubbish, the effect on them would be pernicious, and the theatre would not be that healthy educator that the Lord Mayor declared it to be. But the crowds which go to the Princesses, and it is fuller now than we have seen it for years, even than when Jefferson was there, care only, as we have said, for the sensation scene, certainly a powerful one, of Jane being driven shivering through the snow in Cheapside, and the friendly baker giving her bread. This they applaud to the echo, and they also applaud the footmen, who, on the fall of the curtain, come in front of it to sweep off the snow, thus demonstrating how much real interest they have felt in the play.

Three adaptations from the French have been produced in October. Mr. Neville was probably moved by the success of *The Gascon* last season to revive *The Duke's Motto*, but the public, with some inconsistency, has apparently declined to support the idea, and therefore Mr. Neville has fallen back upon *Clancarty* (another revival), pending the re-production of *No Thoroughfare* (another revival.) At the Prince of Wales', where only two members of the original company, Mr. Bancroft and Mr. Glover, are now in the programme, the management has produced a new version of *Nos Intimes*, entitled *Peril*, the adaptation being so arranged as to present the picture of modern English Society so popular at this theatre. Much care and money has evidently been expended on *Peril*, and the actors and actresses are of proved reputations. But yet we think the play was more enjoyable, when performed by Mdlle. Beatrice's Company as an almost literal translation, and when adapted by Mr. H. Wigan under the title of *Friends and Foes* at the St. James' many years ago. At the Prince of Wales' there is in this representation, as in others at the same theatre, a want of life or "go." Everything is taken too slowly, and when to this is added the coldness of the audience, the effect is depressing. If the Saturday night audience we saw at the performance of *Jane Shore* is in a fidgety state of murmuring and movement during most part of the evening, and applauds violently at unworth effects, the Prince of Wales' audience is the exact contrast, sitting mumchance, hardly able to raise a smile, and much too stiff to applaud. The performers make matters worse by their want of vigour, and, in addition, plot, dialogue, and acting at Mrs. Bancroft's theatre are in some danger now of being subordinated to the appointments, furniture, and general 'fixings' on the stage, as Shakspeare was to upholstery by Mr. Charles Kean. That it is all done correctly and in the best taste, we are ready to admit, the work-tables, lounging chairs, knick-knacks, the breakfast arrangements, and the groom of the chambers being all real life. But we may be permitted to suggest that the effect is tediousness, and calculated to interfere with the free development of the story. The chief situation, which must always be regarded as an odd mixture of tragedy and farce, is made more incongruous by the elaborate setting now provided for it. The acting is fair all round, that of Mr. Bancroft, Mr. Cecil, and Mr. Sugden, being the most praiseworthy. Mr. Kendal fails somewhat as the Doctor, a character which is so drawn as almost to be able to make a reputation for the actor taking it, whether he be in other parts good or bad. Thus Mr. Dewar and Mr. Sinclair each became famous by this character, though neither has since maintained his position. Concerning the third adaptation of the month, *Three Millions of Money* (from *Les Trente Millions de Gladiator*), at the St. James's, there is little to be said. The adapters have succeeded in outdoing Mr. Byron, who spun out a farce into three acts. They have written a four act farce, and have inserted in it more stale jokes than Mr. Byron did in *The Bull by the Horns*. The acting of Mrs. Wood is easy and natural; but the humour of Mr. Honey, unapproachable in *Caste*, is in this case of the conventional type. The best efforts are those of Mr. Warner, whose delineation, not unassisted by nature, of a passionate Cockney lover is something quite original. But the play is very poor stuff, and, if Mrs. Wood desires to make the St. James's profitable, she would do well to adopt a specific type of play, and give the best examples of it.

The Charing Cross Theatre has been re-opened under the name of the Folly by Miss Lydia Thompson. Why the name should be changed at all, why it should be expected that people would rather go to a theatre called the Folly than one called the Charing Cross, and why such a very foolish name should have been selected, is best known to the lessee. Folly is not a complimentary term, whether intended to be applied to the audience or the actors, nor does it mean the same thing as gaiety, as Mr. Henderson would seem to think. It signifies rather an offensive silliness, and in this view may be well applied to the version of a portion of Martin Chuzzlewit, entitled *Pecksniff* recently produced at this theatre. We have long recorded our opinion that to produce an intelligible adaptation of a novel of Dickens was about as easy a task as to comprise all theology in a single sermon; but the reduction of the adventures of Mr. Pecksniff into a play lasting barely *one hour* seems the height of folly. We had thought that *Jo*, Mr. Burnett's version of Bleak House, was the weakest of the many weak adaptations from Dickens that we have seen, but Mr. Paulton's *Pecksniff* outdoes it in imbecility, without the counter balance of a striking representation as that of Miss Jennie Lee's *Jo*. In both matters are made worse by the dressing of the character after the horrible illustrations of Phiz.

ANSWERS TO CORRESPONDENTS.

CHESS.

M. B. P.—Game received, with thanks, and sent to the right quarter. We seldom publish such games, unless of exceptional merit. Remittance all right.

B. S. WASH.—Four problems received, with thanks, also enclosure. Our Chess Editor will write to you privately.

B. S. W. (St. Louis).—Problems received with thanks. We have addressed you through the post upon the other matter.

R. L. C. W. (*Lebanon Herald*).—We make the announcement, as desired. We have not received your paper for some months, and should be obliged by your attending to the exchange.

J. W. (Huddersfield).—We have no anxiety about the book, for we know it to be in safe keeping. We hope Mr. M. will find it interesting.

MIRON (N. Y. C.).—Accept our cordial thanks for the kindly trouble you have taken. We congratulate you heartily upon the success of the Clipper tourney.

A. H. (Nottingham).—Steinitz *v.* Zukertort, in volume 5; Potter *v.* Zukertort, and Blackburne *v.* Steinitz, in volume 8; The other games referred to appear in the current volume.

G. C. HEYWOOD.—Thanks for the ingenious little stratagem. it shall appear next month.

DESDECHADO.—Very glad to greet you again. We have directed attention to your desire in another part of this number.

H. L., Dulwich.—We have no time to waste in the examination of problems intended for publication elsewhere. Try some of the exclusively devoted.

C. C., Helmstedt.—All very good and very acceptable. We hope to hear from you frequently.

NUOVA RIVISTA, &c.—Please say if the "WESTMINSTER PAPERS" reaches you regularly. We have not received your jonrnal for some months.

J. W. ABBOTT, W. MEREDITH, B. JACOBI, R. BRAUNE, J. KLING, &c., &c., are cordially thanked for their welcome contributions.

P. J. DOYLE, New York.—A letter we wrote to you in answer to yours is returned by the Post Office authorities.

WHIST.

D. D., GEO. C. F. WRIGHT, New York.—We have complied with your request.

A. B., Brighton.—Order of your bookseller, who will get the Papers from Kent and Co., Paternoster Row. This is much the best way of obtaining the Papers; it saves trouble in every way.

J. G. W., Cleveland.—We have sent index. Will do what we can about the Books.

M. C. H.—(Draw your cards.) A and B play against X and Z. The 8 of Clubs is the best—3 cards on the table. Z, last player, asks his partner to draw his card. X draws the C 8, which was played by A, on which Z plays the 4. A claims the trick, X says 'No, A ought to have claimed the 8 before Z played.' Which is right? *Ans.*—Z's question is irregular. He should ask all the players to draw their cards. A, unless asked to do so, is not bound to draw his card or to correct X's blunder. X and Z are in the wrong, and must suffer for their irregularity and carelessness.

ECARTÉ.

S. T. B.—If the dealer has a card too many and declares it, the non-dealer can either draw at hazard one of the dealer's cards, or demand a fresh deal. In some places the law is that the non-dealer may mark a point. This penalty, as Cavendish says, is too severe; but why not punish the dealer by making him lose his deal. The law, as it stands, is, we think, absurd.

A. L. F.—You are bound by your first call. You cannot say three cards and then four, nor four and then three.

A SUBSCRIBER (Liverpool).—The writer's meaning seems to us clear. If B by any means gets a discard, A, his partner, should not lead the suit discarded, except in special cases. Almost any card led should tell A what B is doing. A should consider that this suit is led, not because B is strong in the suit, but because he thinks this is A's suit, and unless A has sufficient strength to bring in the suit without further assistance from B, he ought to do the same for A that A has done for him, viz., open his, B's, supposed suit. When a doubtful card is thus led, the third player should finesse deeply. He should not put on the best and return the suit, nor should he put on the best and lead Trumps. Our correspondent was pointing out that the ordinary player will insist on every lead being from a strong suit, when every player knows that a weak lead is sometimes forced, or when in the instance given it is the correct play to lead as your partner has directed you. He desired to point out to those young players who have learnt that they must sometimes lead from weakness that they should recognise that their partner is in like manner obliged to lead from weakness, and that they must play accordingly.

POKER.

S. U.—If all the players throw up their hands but the last, no one has a right to see that player's cards.

S., Captain.—If you have six cards, and look at your hand, you must throw up. You are bound to count your cards.

Our Subscribers will much oblige by remitting their subscriptions due to Mr. T. H. Sheppard, 8 Salisbury Court, Fleet St.

NOTICE.—In Future these Papers will be Printed by the Civil Service Printing and Publishing Company Limited, and all Letters and Exchanges should be addressed to the Editor, 8 Salisbury Court, Fleet Street, London, E.C., and not to any person known or supposed to be connected with the Paper. Our Friends will much oblige by noting the address.

members. This year, we are informed, is likely to prove equally successful. Mr. C. C. Davidson has resigned the office of Hon. Secretary and Treasurer, and his place has been fittingly filled by Mr. F. Woodmass, a player whose ardour for the game is well matched by his capabilities for playing it. A handicap tournament has been commenced, and upwards of twenty of the members have entered the list, which will not be definitely closed till the 1st of January next. On the 16th ult. the Secretary and Mr. Mitchesen, one of the vice-presidents of the club, had an interview with the members of the South Shields Club, which meets at the Royal Hotel, Ocean Road, the object of the meeting being to consider the feasibility of holding a gathering of the Chess amateurs in the north during the Christmas holidays. The suggestion was well received, and there is little doubt that the project will be carried to a successful issue. We are always gratified to be able to record the energy displayed by the provincial clubs. In them, there is not the slightest trace of professionalism. They play for pure love of the game, and, as a rule, the slightest approach to anything like gambling is strictly prohibited. The consuetudinary shilling of some of the London clubs is an unknown quantity in the provinces, and Newcastle is no exception. A copy of the rules has been forwarded to us, and Rule X lays down curtly, "No betting shall be allowed."

Mr. Richard Ormond, late of London, but now resident in Newcastle, has presented the club with four sets of Staunton Chess pieces and boards.

The rooms of the Cambridge University Chess Club are now open every evening, and the annual tournament has been commenced. The officers for the ensuing term are:—President, R. C. Reade, of King's; Vice-President, J. T. C. Chatto, of Trinity; Secretary, W. H. Blythe, of Jesus; Treasurer, E. L. Kearney, of St. Catherine's.

The match between the players of the East and West of Scotland will be played at the Balmoral Hotel, Edinburgh, on the 2nd instant. Eighty players are expected to take part in the *melée*, and we are informed that all the best players in Scotland will be included in the roll. The Dundee Club, with Mr. Fraser at the head, will contribute a quota of sixteen, the Fife Club three, and Edinburgh and Glasgow the remainder. In the two preceding matches the East carried off the honours of victory, but the result of the next encounter cannot be inferred from that of the meetings of 1871 and 1872. Since that time the West has made great progress, and many strong players there have pushed their way to the front rank of provincial amateurs.

The Glasgow *News of the Week*, has a special feature in attractive references to the lighter literature of the game. In the issue of the 25th ultimo the editor, quoting the first verse of one of poor Mortimer Collins's happiest *Skolia*, asks, can any of his readers give the remainder? Here it is in full, as improvised by the metaphysical De Courcy, on the return of the party from the Abbey of Fountainglas:—

I.

Chess on the lawn beneath the leafy trees,
When many roses flush the summer air,
And with a cooling breath the morning breeze
Comes up the valleys fair.

II.

The leaves and blossoms fall upon the board,
The golden insects through the branches gleam,
While ivory kings and knights, with crown and sword,
Move through the magic dream.

III.

Winds the quaint pageant o'er the enchanted squares,
Touch'd lightly by Titania's fingers white:
The summer wind Atlantic odour bears—
The sky is chrysolite.

The laureate of Chess is dead, and his mantle fits no survivor.

The members of the Inverness Chess Club held their annual meeting for the selection of office-bearers on the 28th ultimo. The following gentlemen were elected: President, the Right Rev. Bishop Eden; Vice-Presidents, Messrs. Barbier and Jolly; Chairman, Mr. Graham; Treasurer, Mr. W. Brown; Secretary, Mr. J. H. Scott; Committee, Messrs. J. Brown, R. Senior, W. Kay, and R. Macdonald. This club, the only one in the Highlands, was established some years ago, and, we are glad to hear, has been "in a fairly flourishing condition ever since."

A match has been arranged between the City and County Chess Club, and a similar association of Dawson Street, Dublin. It will be played on the 2nd instant, the clubs being represented by six selected champions on each side. The competitors will be paired by lot, and each will play two games with his fortuitous adversary.

The *New York Clipper* Centennial tournament was brought to a conclusion amid something like discord. The prizes were awarded to Messrs. Mason, Delmar, and Bird, in the order named, with respective series of 16, 15½ and 15; but it has since transpired that three of the competitors, Messrs. Becker, McCutcheon, and Roser either declined, or neglected to play with Mr. Bird, although two of them had lost to Mr. Mason, and one of them to Mr. Delmar. Mr. Bird had, consequently, not an opportunity of making so good a score as either Mr. Mason or Mr. Delmar, and has thus been deprived of a fair chance of taking the first prize. We do not care to enter into the question that has been raised among American amateurs, whether the result has been brought about by accident or design. It is sufficient to note, for it is admitted on all sides, that Mr. Bird could have won the first place in the tourney if all the competitors had played out their quota of games.

The publication of the competing problems in the great centennial problem tournament, has been commenced in the *Boston Globe*, *Detroit Free Press*, *Cleveland Leader*, and *American Chess Journal*. All these journals

offer special prizes to the winners, whose problems appear in their several columns. From the *American Chess Journal* we select the following set, which is contributed under the motto, *E pluribus Unum-skull.*

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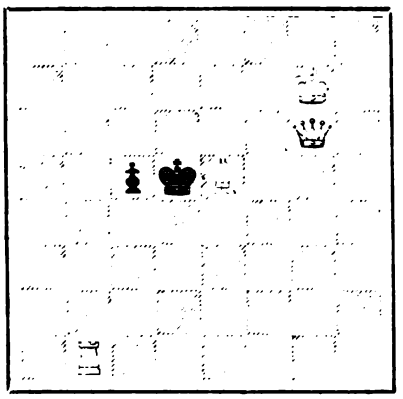

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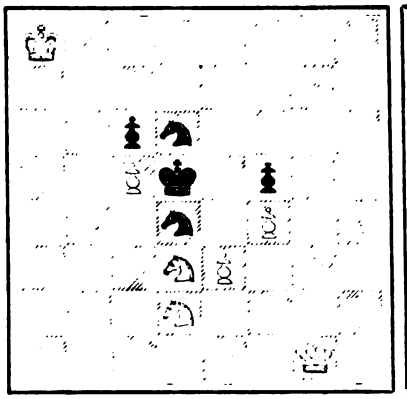

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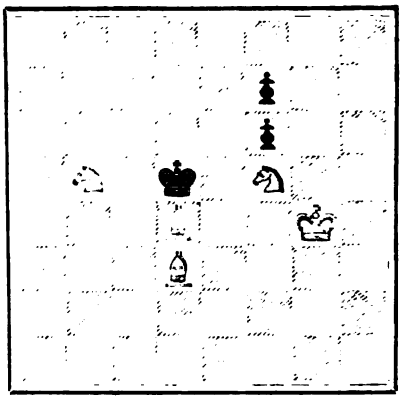


WHITE.

White to play and mate in four moves.

OUR PORTRAIT GALLERY No. 8.—MR. GEORGE WALKER.

IN presenting to our readers the following brief auto-biographical sketch of the time-honoured English Chess Writer and Player whose portrait graces our gallery this month, we have been prompted by a desire to gratify the Chess World with the latest production of the pen that has charmed it for nearly half a century. At Mr. Walker's advanced age, and after the many years he has so unselfishly devoted to the game, he may fairly claim exemption from the task of minutely recording his Chess career. Nevertheless that career has been so closely identified with the most interesting period of Chess history in England that we have thought it desirable to supplement Mr. Walker's rough outline with a more detailed narrative of his public life,—mainly derived from his own writings, and from notes of conversations held with him—and this will be found appended.

I was born in March 1803, in Great Portland-street, where my father carried on the business of a music publisher. He was favourably known as the author of sundry novels and other works of fancy. My father subsequently removed his business to 17 Soho Square, where he died about 1847, after a residence there of some thirty years, and I went into the Stock Exchange as a stockbroker. I have still the honour of being a member of that honourable corporation, although, owing to the infirmities of age and partial blindness, I have done no business for several years. The same reasons dissolved my connection with *Bell's Life in London*, in which newspaper I edited the Chess article for nearly forty years. I may say with pride that I was the originator of weekly chess columns in popular journals, and that the seed bore good fruit. From 1823 to 1847 I was always in the London Chess arena, devoting much time to playing with all comers, though too prudent to cross the line into Bohemia. When I entered the Stock Exchange, in 1847, I gave up serious Chess practice altogether, contenting myself with looking on, and, like honest Locksley, applauding a good shot when I saw one. While in the circle, I may name as players I have contended with, La Bourdonnais, Alexander Macdonnell, Lewis, Cochrane, Harrwitz, Horwitz, Szen, Boncourt, Kieseritzky, St. Amant, Lavagnine, Brand, Mercier, &c. As a Chess player, I never was first-rate, although after the death of Macdonnell, Cochrane being in India, and Fraser and Lewis having abandoned the game, there was for a time no stronger player in the field than myself. Players of the force of Morphy, Deschapelles, Macdonnell, or La Bourdonnais, could always have given me the Pawn. I fancy I might have reached the steps to the throne by giving up my business and sending the hat round once a year, but I broke down my Chess-playing faculty through over study of "the books" and writing for the press. If practise on the board can be obtained books should be almost entirely left alone. My chief work on Chess ("Art of Chess Play")

having been so successful, my friends have often wondered at my letting it remain out of print for so many years. But when I prepared it I was as green as watercresses, believed in the honesty of the "Row," and have always been ashamed of having been "done." The agreement was, that my publisher should print an edition of one thousand copies only; my wish being to keep up with all new discoveries in the openings, and so forth. The publisher printed two thousand copies of both editions, 1833 and 1846, and then became bankrupt, thus throwing such a heavy remainder upon the book-stalls that it required years to clear them off. During the rest of my career as a Chess author I confined myself almost entirely to scribbling in *Bell's Life*, and the public has never been edified with certain lucubrations for learners, of which my brain had sketched the outlines. I see nothing in the present style of Chess writers to show improvement over their predecessors. Heavy words are often lumped together, and feeble meanings have to be painfully traced through a ponderous mass of rigmarole. Seeking to impress something on their readers, they often, I fancy, prefer the style of a speech from the throne to the flippancy of my pen in *Bell's Life*. To many of them I can only say with our great satirist,

> The midwife laid her hand upon his skull,
> And said, 'O, happy mortal be thou dull!'

GEORGE WALKER, 1876.

George Walker entered the London Chess arena during what may be called the coffee-house epoch of its history—about fifty years ago. The famous London Chess Club had been established in Cornhill some sixteen years before, but it was the only association of the kind then in the metropolis, and being supported chiefly by city merchants and members of the Stock Exchange, who played Chess in the middle of the day, it was practically closed to amateurs whose occupations were not "of the city," or whose only leisure was to be found in the evenings. It had other disadvantages from a young player's point of view, not the least of which was that the members comprised such names of public note as Brande, Cochrane, Fraser, Lewis, Mercier, Pratt, and a host of others scarcely less expert in the science of Chess, and all giants, in whose company in those formal days the young player was greatly more apt to be awed than edified. At the West end of the town there was no Chess club, but accommodation of a kind was provided for the tyro in numerous coffee-houses where "Monsieur" and "Herr," who since the first French revolution have been always with us, dispensed instruction at such charges as their modest requirements suggested. It was in 1823, while still in his non-age, that our hero perceiving the want of a Chess club at the West end of London, and securing the co-operation of about thirty young amateurs, organised the Percy Chess Club at a coffee-house in Rathbone Place. He has himself told the story of this club's brief career as only George Walker can tell Chess-stories. The members met for Chess at seven in the evening, sat down to a hot supper at ten—it is fifty years since—and broke up at half-past eleven. The first strong player that joined the new club was Murphy, the most eminent miniature-painter of the time, who subsequently introduced Lewis to the fraternity of young enthusiasts. Lewis was then a merchant's clerk, and after the death of Sarratt the strongest Chess-player in England. He gained the admiration of the Percyites by beating their best players at the odds of a rook, and being a gentleman of business instincts he lost no time in turning to a good account the mine of enthusiasm for Chess he found in the West. In 1825, soon after his first visit to Rathbone Place, Lewis opened subscription-rooms in St. Martin's Lane, whither he was followed by our hero, and through his influence by the main body of the Percy Chess Club. Many members of the London club patronised the new rooms; Alexander Macdonnell, then recently returned from the West Indies, Cochrane, just before he set out on his first visit to the East, Penn, the author of *Hints and Maxims for Chess-players and Anglers*, Bohn, the bookseller, Brande, Mercier, Popert, Pratt, the author of the funniest Chess-book in our own or any other language, and most of the leading amateurs of the day, with all of whom Mr. Walker found opportunities for practice. The speculation prospered amazingly for some time, indeed until 1827, when Lewis having obtained a patent for the manufacture of piano-fortes that nobody would buy, became twice bankrupt in the course of a single year. After a vain effort to reorganise the meetings in Waterloo Place at an entrance fee of ten guineas, the West-end rooms were finally closed, and our hero, then much improved in force and knowledge of the game, became a member of the London Chess Club.

In 1831 Mr. Walker produced his first literary work on Chess, a *brochure* upon the Muzio Gambit, afterwards incorporated in the *Art of Chess Play*, published in 1833. In the same year (1831) hearing that some Chess-players met at a coffee house in Bedford Street, Covent Garden, kept by a Mr. Huttman, he persuaded them to form a club. The old Percyites and St. Martin's Lane men rallied around him, and in the beginning of 1832 the famous Westminster Chess Club was opened on Huttmann's first floor. The club was enormously successful. Huttman sold cigars wrapped up in paper, containing diagrams of Chess problems, and all the best Chess-players in London gathered daily at the new rooms. These became so crowded that larger rooms were taken in the opposite house, and Huttman obtained nearly 200 subscribers, at two guineas each, in the first few months. In 1834 a match between the Westminster Club and the Paris Cercle was arranged, and begun for a stake of a hundred pounds. It was won by Paris, as every student of Mr. Walker's works knows, as much through indifference on the part of

the London players as from want of skill. In these rooms Labourdonnais played his matches with Macdonnell, and administered many a brilliant mate to the best players of the time. Labourdonnais died in 1840. He was buried at Kensal Green, close to the grave of his famous rival, not from accident, but of the set purpose of our hero, who defrayed all the expenses attending the last illness and death of the great Frenchman. Meanwhile, the Westminster Club had been transferred from Covent Garden to the Strand. Huttmann's success appeared to have turned his head. While the club was in the full tide of success, he inaugurated Sunday night meetings with glee singing, and, as Mr. Walker has described it, "other tomfooleries;" so that the best men ceased to attend the rooms, and Huttmann found himself on the roll of insolvent debtors in 1835. The club was temporarily dissolved, but our hero, whose determination to have a club at the West-end no failure could daunt, reorganised it under the old name, and the meetings were held in Mr. Riés' drawing-room, adjoining the Divan, of which establishment that gentleman was then the proprietor. Here Staunton made his first appearance as a strong player, and here were played some of the games in his match with Popert. In 1840 the Westminster Club once more became homeless, until Staunton, in partnership with Alexandre, revived it as a private speculation, when the meetings were held in Charles Street, off the Haymarket. Mr. Walker and all the old regiment of enthusiasts supported the new venture, and for a time all went well, but the famous "Westminster" was fated to undergo further trials. Dissensions between the proprietors, into the cause of which it is unnecessary to enter here, led to its final dissolution in 1843. Once more our hero came to the rescue, and with a number of amateurs, including Mr. Smith, M.P. for Sudbury, Richard Penn, Mr. Gaskell, and many others, a new club was formed at Beattie's Hotel, in George Street, Cavendish Square, which was baptized after the name of the street in which its meetings were first held. Financial disaster appears to have attended the career of all the West-end Chess associations. The old Club in St. Martin's Lane was dissolved through the bankruptcy of Lewis; the Westminster was first disorganised by the insolvency of Huttman, and when re-formed, it came to grief finally through some monetary disputes between the partners. The St. George's was at first not a whit more fortunate. In less than a year from its opening day Beattie, the hotel keeper, became bankrupt, and once more our hero had to find a place of meeting for a West-end Chess club. This was found at the Polytechnic, where the St. George's Club remained until 1847, when the late Mr. Hampton took it over, and established it in King Street, St. James's, where it has remained and flourished ever since.

The same year that witnessed the establishment of the St. George's Club on a firm basis, saw the retirement of Mr. Walker from the practice of the game. He continued to contribute weekly articles to the Chess column of *Bell's Life in London* (the first that ever appeared in a popular journal) and to the monthly magazines. His chief books upon the game are the *Art of Chess Play* (1833), *Philidor and his Contemporaries* (1835), and the *Chess Studies* (1844), but he has probably endeared himself to the Chess world more by the series of stories upon Chess and Chess players contributed to the monthlies, than by all the skill and research displayed in his greater works.

From his first appearance in the Chess world in 1823, down to his final retirement in 1872, George Walker's career has been distinguished before all his contemporaries for genuine unselfish love of a noble pastime. That he may live long in the enjoyment of his well-earned retirement is the hearty wish of Chess players throughout the world.

SOLUTIONS OF PROBLEMS.

843.

White.	Black.
1 Q to K 3	1 R to K B 7
2 Kt to Q Kt 5	2 Aught
3 Mates	

844.

	(a)
1 B to K B 5 ch	1 K to Kt 4
2 Q to K R sq	2 Aught
3 Q takes R P ch	3 Aught
4 Mates	

(a)	
	1 K to K B 5
2 Q to K B sq ch	2 K to K 6
3 Q to K B 3 ch	3 Anything
4 Mates	

845.

1 Q to R 7	1 R takes R
2 Q to Q K 7	2 Aught
3 Q mates	

846.

White.	Black.
1 P to K 4 ch	1 Q takes P
2 Q to Kt 5	2 P to B 6
3 Q to Q 7 ch	3 Aught
4 Mates	

847.

1 B to Q Kt 5	1 Anything
2 Mates	

848.

1 P to Q 8 Kt	1 Aught
2 Mates	

849.

1 Kt to K 6	1 Any move
2 Mates	

850.

	(a)
1 Kt to K 3	1 Kt takes Kt
2 B takes P	2 Anything
3 Mates	

	(a)
2 Q to Q 4 ch	1 P to Kt 4
3 B mates	2 Kt takes Q

851.

White.	Black.
1 Kt to K Kt 8	1 R takes Kt
2 Q to K B 6 ch	2 K takes Q
3 B mates	

852.

1 B to K Kt 2	1 B to Q Kt 5
2 B takes R ch	2 K takes R
3 Kt mates	

853.

1 Kt to B 5	1 P moves
2 Kt takes Kt P	2 P takes Kt
3 K to B 6	3 K to R 5
4 Mates	

854.

1 K to K 4	1 Kt to K 7 (a)
2 B to K 5 dis ch	2 K to Kt 3 dis ch
3 R to Kt 7 ch	3 K takes R
4 Q to R 7 ch	4 K takes Q mate

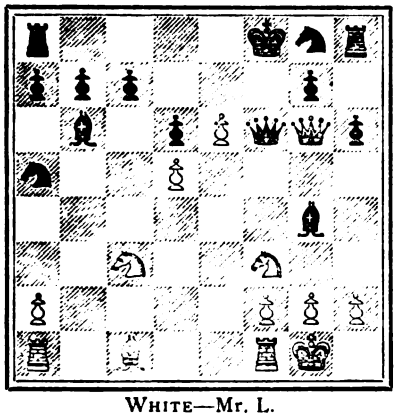
White.	(a) Black.
	1 Kt to B 6
2 B to K B 4 dis ch, &c.	

855.

1 B to B 3 dis ch	1 K takes R (best)
2 R to Kt 7 doub. ch	
3 R to K R 7 dis ch	Black's moves are forced.
4 B to R 7 ch	
5 B to Kt 4 ch	
6 B to Kt 6 ch	
7 B to R 5 ch	
8 B to B 5 ch	
9 R takes R ch	
10 B mates	

The following endings of games played by the late Herr Lowenthal, are selected from documents placed at our disposal by the executors of the deceased.

BLACK—Mr. RANKEN.

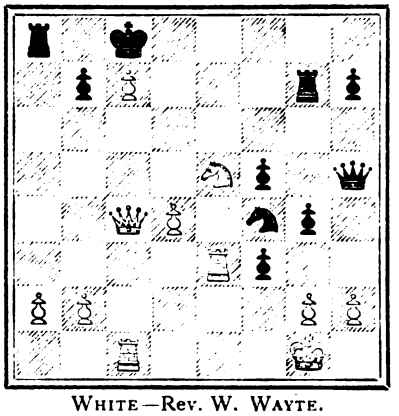


WHITE—Mr. L.

Against the Rev. C. E. Ranken (1864). White to play his 18th move and win.

WHITE.	BLACK.
18 Q takes B	18 Q takes Q Kt
19 R to Q Kt sq	19 Kt to Q B 5
20 R to Q Kt 4	20 Kt to K 4
(If Q takes R, Q to Kt 6 wins.)	
21 Kt takes Kt	21 Q takes Kt
22 Q to K Kt 6	22 Q to K B 3
23 R to K B 4, and wins.	

BLACK—Mr. L.

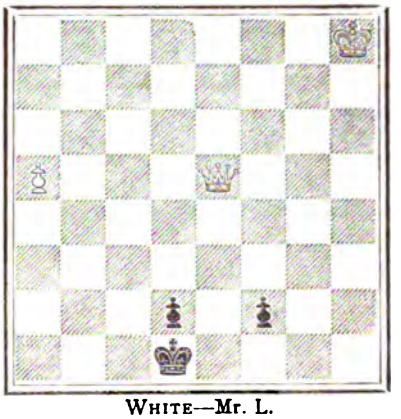


WHITE—Rev. W. WAYTE.

Against the Rev. W. Wayte. Played in the year 1867. Black to play his 24th move and win.

WHITE.	BLACK.
	24 P to K Kt 6
25 R P takes P	25 R takes Kt P
26 R to Q B 2	26 Q to K R 6
27 Q to K B sq	27 P takes P and wins.

BLACK—Mr. W. G. WARD.

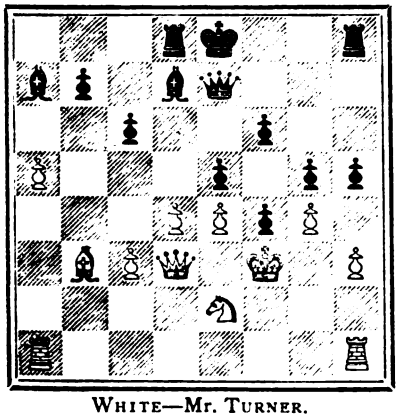


WHITE—Mr. L.

Against Mr. W. G. Ward. White to play and win.

WHITE.	BLACK.
1 Q to B 4	1 K to K 7
(If K to B 8, White checks at Q B 4, and proceeds as in the text.)	
2 Q to K 4 ch	2 K to B 8
3 Q to K B 3	3 K to Kt 8
4 Q to K Kt 4 ch	4 K to R 7
5 Q to Q sq	5 K to Kt 6
6 P to Q R 6 and wins.	

BLACK—Mr. L.

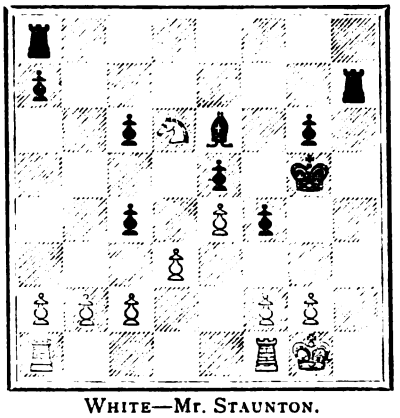


WHITE—Mr. TURNER.

Played in America, about 1849, against Mr. Turner. Black to play his 23rd move and win.

WHITE.	BLACK.
	23 P takes P ch
24 P takes P	24 B takes P ch
25 K to B 2	25 Q to K Kt 2
26 Q to Q B 4	26 K to Q 2
27 Q to B 7 ch	27 Q takes Q
28 B takes Q	28 K to K 2
29 R takes R	29 R takes R
30 B to Q B 4	30 R to K R 7 ch and wins.

BLACK—Mr. L.

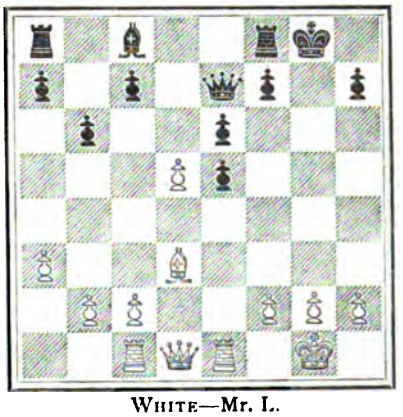


WHITE—Mr. STAUNTON.

Played in the year 1853, against Mr. Staunton. Black to play his 23rd move and win.

WHITE.	BLACK.
	23 P to K B 6
24 P takes P	24 K to B 5
25 K R to K sq	25 B to K R 6
26 Kt takes Q B P	26 R to K R 4
27 Kt to K 3	27 R to Kt 4 ch
28 Kt to Kt 4	28 R to K R sq
29 R to K 3	29 R from Kt 4 to K R 4
30 Kt to K R 2	30 B to K Kt 7 and wins.

BLACK—Mr. STAUNTON.



WHITE—Mr. L.

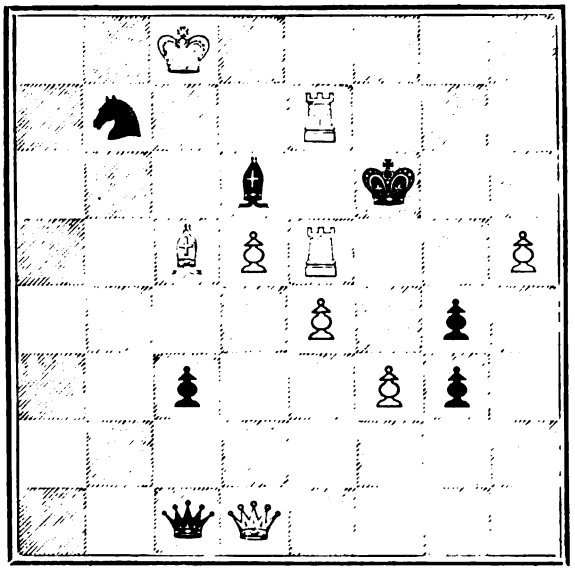
Played at the Birmingham Tourney o 1858, against Mr. Staunton. White makes his 16th move and wins.

WHITE.	BLACK.
16 B takes R P ch	16 K takes B
17 Q to R 5 ch	17 K to Kt 2
18 R to K 3	18 R to K Kt sq
19 R to Kt 3 ch	19 K to B sq
20 Q to R 6 ch	20 K to K sq
21 R takes R ch and wins.	

PROBLEMS.

PROBLEM No. 864.—By A. CYRIL PEARSON.

BLACK.

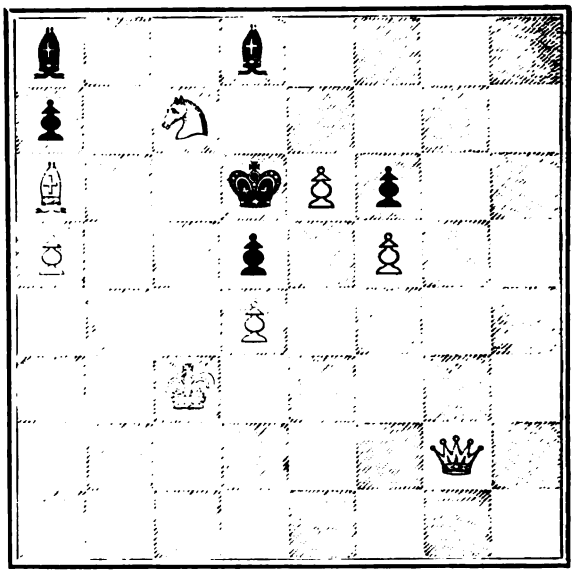


WHITE.

White to play and mate in three moves.

PROBLEM No. 865.—By G. C. HEYWOOD.

BLACK.

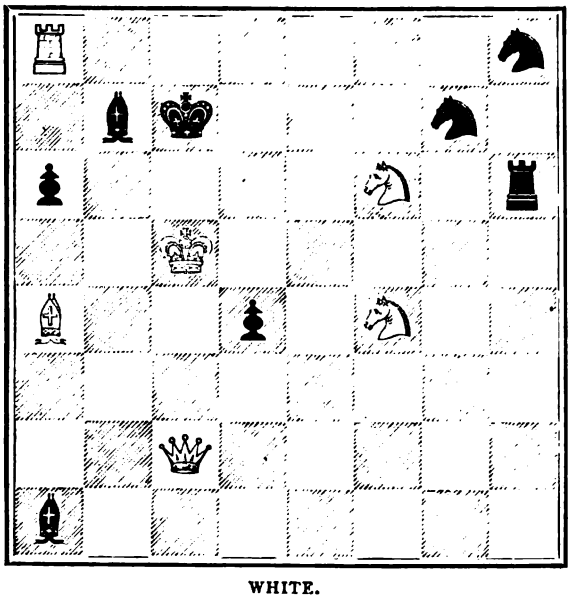


WHITE.

White to play and mate in three moves.

PROBLEM 866.—By I. GUNZBERG.

BLACK.

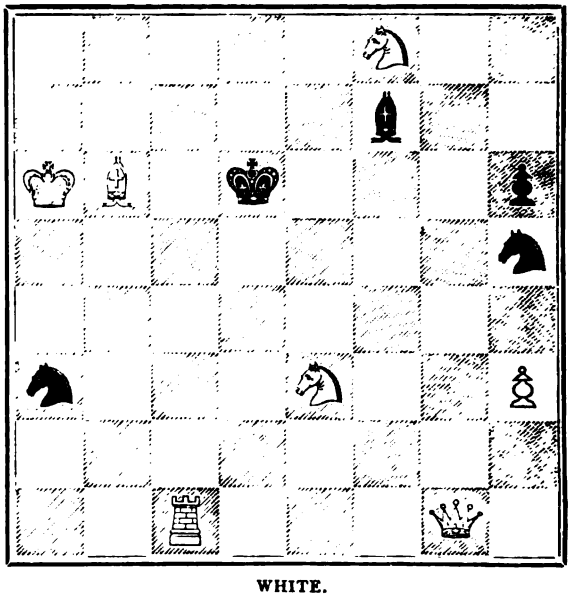


WHITE.

White to play and mate in three moves.

PROBLEM 867.—By P. T. DUFFY.

BLACK.



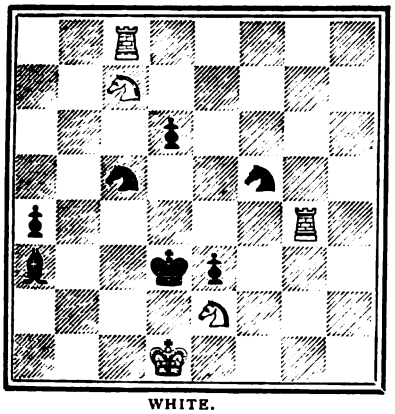
WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 868.—By Ben. S. Wash.

BLACK.

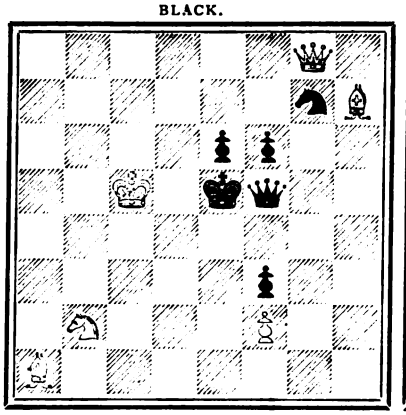


WHITE.

White to play and mate in two moves.

No. 869.—By D. W. Clark, of Siberia.

BLACK.

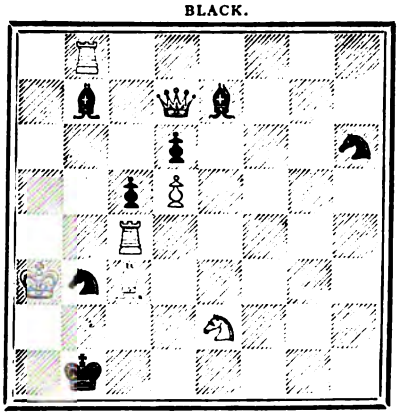


WHITE.

White to play and mate in two moves.

No. 870.—By X. Hawkins.

BLACK.



WHITE.

White to play and mate in three moves.

No. 871.—By G. J. Slater.

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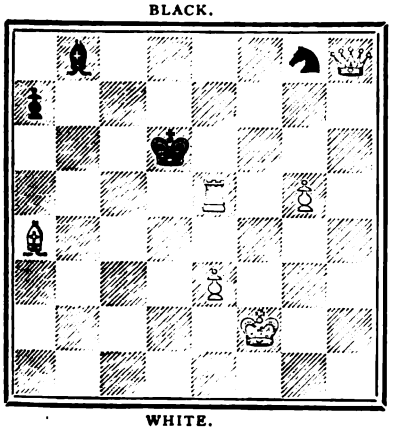

WHITE.

White to play and mate in three moves.

No. 872.—By Sergt.-Major McArthur.

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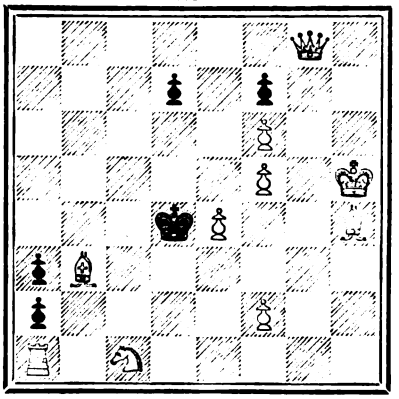

WHITE.

White to play and mate in three moves.

No. 873.—By F. Healey.

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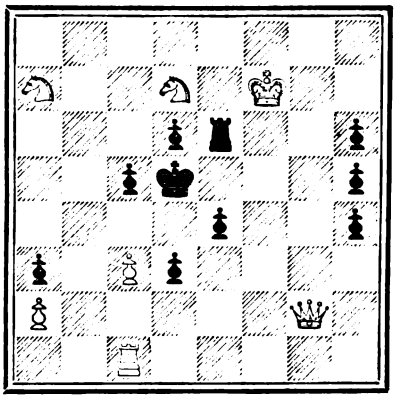

WHITE.

White to play and mate in three moves.

No. 874.—By C. Callander.

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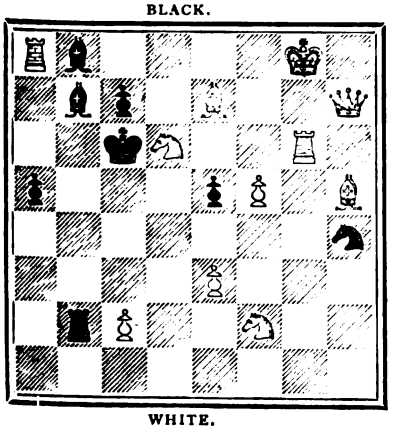

WHITE.

White to play and mate in four moves.

No. 875.—By J. Jordan.

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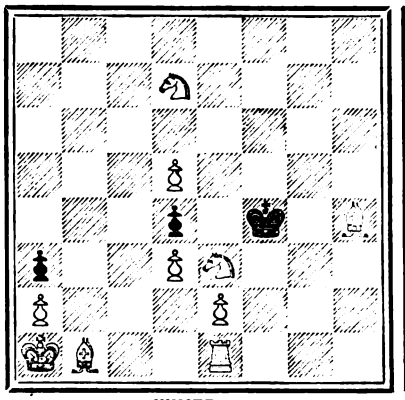

WHITE.

White to play and mate in four moves.

876.—By W. T. Pierce.

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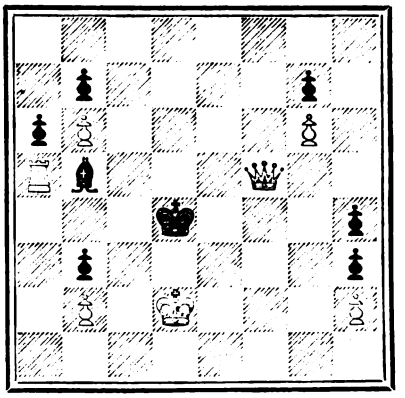


WHITE.

White to play and mate in five moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 212.

Clipper's Free Centennial Tourney.

French Defence.

White. Mr. JAS. MASON.	Black. Mr. J. E. ORCHARD.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Q Kt to B 3	3 K Kt to B 3
4 B to Q 3	4 P to B 4
5 K P takes P	5 B P takes P
6 B to Kt 5 ch	6 B to Q 2
7 B takes B ch	7 Q takes B
8 Q takes P (a)	8 P takes P (b)
9 B to Kt 5	9 Kt to B 3
10 Q to K 3 (ch)	10 B to K 2
11 B tks Kt (c)	11 P takes B
12 R to Q sq	12 P to Q 5
13 Q to K 2	13 Castles Q R
14 Kt to K 4 (d)	14 P to K B 4
15 Kt to Kt 3	15 B to Kt 5 ch
16 K to B sq	16 K R to K sq
17 Q to Q 3	17 K R to K 4
18 Kt to B 3	18 K R to Q 4
19 P to K R 3	19 Kt to K 4
20 Kt takes Kt (f)	20 R takes Kt
21 Q to B 4 ch	21 B to B 4
22 P to Q Kt 4	22 P to Q Kt 4
23 Q to Kt 3	23 B to Kt 3
24 Q to Q 3	24 Q R to K sq
25 K to Kt sq	25 Q to B 2
26 K to R 2	26 P to B 5
27 Kt to B 5	27 R to K 7
28 Q to K B 3 (g)	28 Q to K 4
29 Kt to R 4	29 P to K R 4 (h)
30 K R to B sq	30 R to K 5
31 Q to Q 3 (i)	31 P to B 6 dis ch
32 P to Kt 3	32 R takes Kt
33 Q takes B P	33 K R to K 5
34 Q takes B P	34 P to R 5
35 R to Q 3	35 P takes P ch
36 R takes P	36 B to B 2
37 K to Kt sq	37 R to B 5
38 Q to Kt 6	38 R to K 3
39 Q to Q 3	39 R to Q B 3
40 P to Q R 4 (k)	40 P takes P
41 R to R sq	41 K to Kt 2
42 P to B 4	42 P takes P *en pas*
43 P to Kt 5	43 R to Q 3
44 Q takes P	44 Q takes Q
45 R takes Q	45 R to Kt 3 ch
46 R to Kt 3	46 R takes R ch
47 P takes R	47 R to B 6
48 P to Kt 4	48 P to R 6
49 P to R 4	49 B to Q 3
50 P to Kt 5	50 R to Kt 6 ch
51 K to B 2	51 R to R 6
52 P to R 5	52 P to R 7

Mr. Mason resigns.

(a) If 8 P takes P, Black replies with 8 P takes P, 9 Q takes P ch, 10 Q Kt to K 2, which would be favourable for White.

(b) Black develops first his Q Kt.

(c) 11 Castles, and if 11 P to Q 5, 12 Q to B 3 seems to me preferable.

(d) White had time to prepare Castling. *e.g.*: 14 Kt to B 3, 14 K R to K sq, or 14 B to Kt 5, 15 Castles.

(e) A move of doubtful wisdom. 16 P to to B 4 was perhaps better.

(f) White cannot capture the B P, as Black would change Queens, and then win a piece.

(g) White could play with safety 28 K R to B sq. The move in the text is very injudicious, and leads to the loss of the Knight.

(h) Necessarily, preparatory to the attack of the Knight by Q to Knight 4.

(i) White has no means to save the Knight.

(k) White tries to postpone the threatened rejoinder, R to B 6.

GAME 213.

Ruy Lopez.

Played by Correspondence.

White. Mr. E. PEART.	Black. Mr. ARCHDALL.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 P to Q 3	5 P to Q 3
6 B takes Kt ch	6 P takes B
7 P to K R 3	7 P to Kt 3
8 Kt to B 3	8 B to Kt 2
9 B to K 3	9 R to Q Kt sq (1)
10 R to Q Kt sq (a)	10 Castles
11 Q to Q 2	11 K to R sq
12 B to R 6	12 Kt to Kt sq
13 B takes B ch	13 K takes B
14 Kt to K 2 (2) (b)	14 P to K B 4
15 P takes P	15 B takes P
16 Kt to Kt 3	16 Q to Q 2
17 Kt takes B (3)	17 R takes Kt
18 R to K Kt sq (4) (c)	18 Q R to K B sq
19 K to K 2	19 Q to K 3 (5)
20 Q to B 3 (d)	20 Kt to K 2
21 Q R to K B sq (e)	21 Q takes P (6) (f)
22 P to Q Kt 3 (g)	22 P to B 4 (h)
23 R to Q R sq	23 Kt to Q 4
24 Q to B 4	24 Q to Kt 7
25 K to Q 2 (1)	25 Kt to Kt 3
26 Q to K 6 (k)	26 Q R to B 3
27 Q to K 7 ch	27 R to B 2
28 Q to K 6	28 Q R to B 3
29 Q to K 7 ch	29 R to B 2 (l)

The notes marked with letters are by the players.

1. Black should play as soon as possible P to B 4.

2. Very weak. White would maintain the superior position by 14 P to Q 4.

3. A ruinous exchange; White's best course was 17 Kt to R 2.

4. A kind of move which no note can explain, and hardly any position justify.

5. Black fails to grasp the peculiarity of the position! the entry of his Knight into the combat should prove decisive. Black should play here 19 Kt to K 2, thus securing Kt to Q 4. Should White reply P to Q B 4, Black proceeds with 20 P to B 4, and 21 Kt to B 3.

6. Instead of this capture I prefer P to B 4.

(a) This is not so strong as the usual move of P to Q Kt 3, because in this form of the Ruy it is often advantageous to Castle on the Queen's side.

(b) P to K Kt 4. Stopping the advance of the B's Pawn seems better here, as White cannot Castle on the Queen's side.

(c) If Castles, then R takes Kt and wins two Pawns for the exchange with a good game; White played R to Kt sq, anticipating the advance of the Kt.

(d) A good move, preventing the advance of the King's Pawn.

(e) Necessary, because of the threatened advance of the Kt.

(f) Apparently a risky move, but for Black's resource of P to B 4.

(g) Best, if R to Q R sq, then follows Q to Q 4, threatening the *coup* of R takes Kt.

(h) An exceedingly ingenious and far-seeing move, and which, taken in connection with the preceding one, forms a beautiful combination.

(i) Best! If Q takes Kt, then follows—

	Q takes P (ch)
K to K 3 or B sq	P to K 5
If Q takes P	R to K 4
If Kt takes R	Q mates.

(k) If Q takes R P, R to R sq, &c.

(l) Both persisting in these moves the game was drawn.

GAME 214.

Giuoco Piano.

Played Friday 11, 1876.

Mr. F. G. ROWE. White.	W. G. WARD. Black.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to B 3	4 Kt to B 3
5 P to Q Kt 4	5 B to Kt 3
6 Q to Kt 3 (a)	6 Castles
7 Kt to Kt 5	7 B takes P ch
8 K to B sq (b)	8 B to Kt 3
9 Kt takes B P	9 Kt takes P
10 K to K 2	10 Q to R 5
11 R to B sq (c)	11 Kt to B 7 (d)
12 Kt tks P dis ch (c)	12 K to R sq
13 P to Q 4	13 B takes P (f)
14 Kt takes Q 2 (g)	14 B takes P
15 Q takes B (h)	15 Kt to Q 5 ch
16 K to K sq	16 Kt to Q 6 dble ch
17 K to Q sq	17 Q to K 8 ch (i)
18 R takes Q	18 Kt to K B 7 mate

(a) A premature attack. White's best continuation is 6 P to Q R 4.

(b) If 8 K to K 2, Black would proceed with 8 B to Kt 3, and if 9 Kt takes B P, then 9 Q to K 2, 10 Kt takes P dis ch,

10 P to Q 4, 11 B takes P ch, 11 Kt takes B, 12 Q takes Kt ch, 12 B to K 3, 13 Kt takes Kt, 13 P takes Kt, 14 Q takes P, 14 Q R to Q sq, etc.

(c) If 11 Kt to Q 6 dis ch, 11 K to R sq, 12 Kt to B 7 ch, 12 R takes Kt, 13 B takes R, 13 P to Q 4, 14 B or Q takes P, 14 B to Kt 5 ch, 15 K to Q 3, 15 B to K B 4.

(d) A powerful *coup*. Black secures his own position, and threatens mate on the move.

(e) 12 Kt to Kt 5 dis ch, followed up by 13 P to Q 3, would prolong the struggle.

(f) Brilliant and sound, as White can neither capture the Bishop, nor protect the attacked Knight. Black would, however win here simply by 13 Kt takes Kt. Should White then retake, Black mates in 6 moves, beginning with Q to K 5 ch.

(g) The best defence. If 14 Kt takes Kt, 14 Q to K 5 ch, 15 K to Q 2, 15 B to K 6 ch, 16 K to K sq, 16 B to R 3 dis ch, 17 B to K 2, 17 Kt to Q 6 ch, mating in two more moves. If 14 Kt to B 3 or 14 B to K 3, black equally wins by 14 Q to K 5.

(h) If 14 Kt takes Kt, 14 R to K sq ch, 15 K to B 3, 15 P takes Kt, 16 P to Kt 3, 16 Q to B 3 ch. 17 K to Kt 2, 17 B to R 6 ch, etc. White's best resource was 15 Q Kt to B 3, but black can then win by

	15 B takes Kt
16 Kt takes Q	16 Kt to Q 5 ch
17 K to K sq	17 Kt takes Q
18 R to Q Kt sq	18 Kt takes B
19 Q R takes Kt	19 P to Q 4
20 B to K 2	20 B takes P
21 Kt to B 3	21 B to Kt 6

(i) A masterly finish!

GAME 215.

Ruy Lopez.

Played by Correspondence.

White.	Black.
Mr. ARCHDALL.	Mr. PEART.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 P to Q 3	5 P to Q 3
6 P to B 3	6 P to Q Kt 4 (a)
7 B to B 2	7 B to K 2
8 P to K R 3	8 B to Kt 2
9 Q to K 2	9 Q to Q 2
10 Q Kt to Q 2	10 Castles (K R)
11 Kt to B sq	11 Q R to K sq (b)
12 Kt to K 3	12 B to K sq
13 P to K Kt 4 (c)	13 P to Q 4
14 Kt to B 5	14 P to Q 5 (d)
15 P takes P	15 Q Kt takes P
16 K Kt takes Kt	16 P takes Kt
17 B to Q 2	17 P to B 4
18 Castles (Q R)	18 B to Kt 3 (e)
19 Q to B 3	19 P to B 5 (f)
20 Kt tks K Kt P	20 K takes Kt (g)
21 to R 6 ch	21 K to Kt 3
22 Q to B 4 (h)	

And Black resigns.

(a) 6 P to K Kt 3, and 7 B to Kt 2 are much to be preferred.

(b) Should Black play here, 11 Kt to K sq, and White reply, 12 P to K Kt 4, the position would be identical with the one in the first game of the match, Blackburne v. Steinitz. Black could obtain a satisfactory game by playing K R to K sq, and then retiring the King's Bishop to his square.

(c) Much stronger than playing the Kt at once to B 5.

(d) A premature advance. Black should play 14 Kt to Q R 4, and, as soon as possible, P to Q B 4. If White replies 15 P to Kt 5, then 15 Kt to K R 4, and White would gain nought by 16 K Kt takes P, or 16 Kt to R 2. In the first instance, Black rejoins with 16 R takes Kt, 17 Q takes Kt, 17 P takes P; in the second, with 16 P takes P, 17 P takes P, 17 Kt to K B 5.

(e) Very injudicious: the Bishop is now posted to no purpose, whilst in his previous position he afforded some protection to the King's flank.

(f) Perfectly unconscious of the impending doom.

(g) If 20 Kt takes K P, 21 Kt takes R, 21 R takes Kt, 22 P takes Kt, 22 P to Q 6, 23 B to B 3, 28 B to Q 5, 24 B takes P, 24 B takes B, 25 B to Kt sq, 25 B to Q 5, 26 R to Q 2.

(h) The *coup de grace*.

GAME 216.

Berlin Game.

Played by Correspondence.

White.	Black.
Mr. BOURN.	Mr. NASH.
1 P to K 4	1 P to K 4
2 B to B 4	2 Kt to K B 3
3 P to Q 3	3 B to B 4 (a)
4 Q to K 2 (b)	4 Kt to Q B 3
5 P to Q B 3	5 Castles
6 B to K Kt 5	6 P to Q 3
7 Kt to B 3	7 Q to K 2
8 Q Kt to Q 2	8 B to K 3
9 B to Kt 3	9 Kt to Q sq
10 P to Q 4	10 P takes P
11 P takes P	11 B to Q Kt 5
12 B to B 2 (c)	12 B to K Kt 5 (d)
13 Castles K R	13 Kt to K 3
14 Q to Q 3	14 Kt takes B
15 Kt takes Kt (e)	15 B takes Kt
16 P to K 5	16 P takes P
17 Kt takes R P	17 K R to Q sq (f)
18 Kt takes Kt ch	18 Q takes Kt
19 Q takes B	19 R takes P
20 Q to B 3	20 Q R to Q sq
21 P to B 3 (g)	21 B to K 3
22 R to B 2	22 Q to Kt 4
23 R to K sq (h)	23 P to Q B 3
24 Q to Q R 5	4 B to B 5 (i)
25 P to B 4	25 Q to K 2
26 P takes P	26 Q R to Q 4
27 Q takes P (k)	27 Q to Kt 5
28 R to Kt sq	28 R to Q 8 ch
29 R to K B sq	29 R takes K R ch
30 R takes R	30 Q to Q 7 (l)
31 B to Kt 3	31 B takes R
32 B takes R	32 B to Q 6 (m)
33 B takes P ch	33 K to R 2 (n)
34 P to K R 3	34 Q to B 8 ch
35 K to R 2 (o)	35 Q to K B 5 ch
36 K to Kt sq	36 Q takes B
37 Q to Q 4	37 Q to B 8 ch
38 K to R 2	38 Q to K 7
39 P to K 6	39 P to K 5 (p)
40 K to Kt 3	40 P to K Kt 4
41 Q to Kt sq	41 Q takes Q Kt P
42 Q to K B sq	42 Q to K 4 ch
43 K to Kt 4	43 Q takes P ch
44 K takes P	44 Q to Kt 3 ch
45 K to R 4	45 B takes P
46 Q to B 2	46 B to K 5
47 P to R 4	47 K to Kt 2
48 Resigns.	

(a) 3. P to B 3 is here the usual continuation.

(b) 4. Kt to Q B 3, followed by 5 P to B 4, would give White the superior game.

(c) If 12 P to K 5, then 12 P takes P, 13 P takes P, 13 B takes B, &c.

(d) Necessary to prevent the advance of the adverse K P.

(e) 15. P to K 5 was very tempting, and could be tried in a game over the board; but would not be advisable in a correspondence game. The best continuation would leave Black with a good game and a Pawn ahead, *e.g.*:—

15 P to K 5	15 Q B takes Kt
16 P takes Kt	16 Q takes P
17 P to K R 4	17 B takes Kt
18 P takes Kt	18 Q to Kt 3
19 Q takes B	19 B to K 5.

(f) The right *coup*.

(g) It is evident that the capture of P would cost a piece.

(h) If 23 Q takes P, then 23 R to B 5, 24 Q to R 5 (best), 24 Q R to B sq. 25 B to Q sq (best), 25 Q to K 6, and White cannot save the game.

(i) Well played; the best means to protect the K P and keep up the attack.

(k) 27. Q to B 3 was better, but even then Black could safely capture the K P.

(l) Black dare not take the Rook on account of 31 Q to B 8 ch, 31 Q to B 8, 32 B to R 7 ch.

(m) A capital move.

(n) Well played; the Bishop will be taken by the Queen without any loss of Pawns.

(o) If 35 K to B 2, then 35 Q to K B 8 ch, and White dare not play 36 K to K 3 on account of 36 Q to K Kt 8 ch.

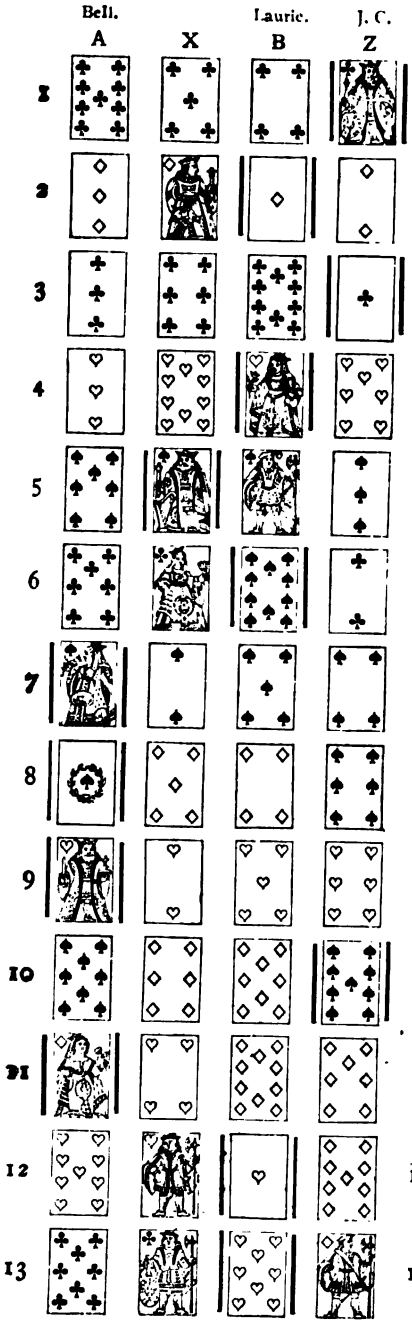
(p) Black finishes the game in a very good style.

WHIST.

HAND No. 149.

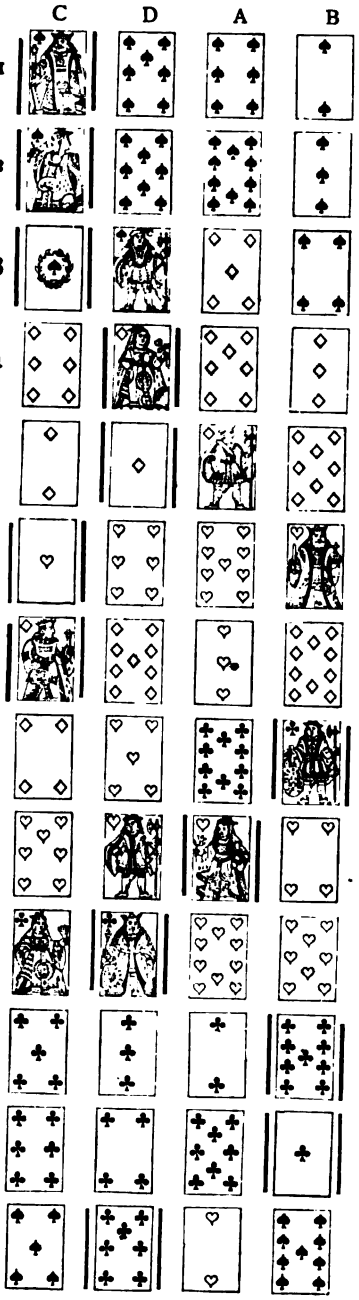
Score love all.

Z turns up S 3.



HAND No. 150.

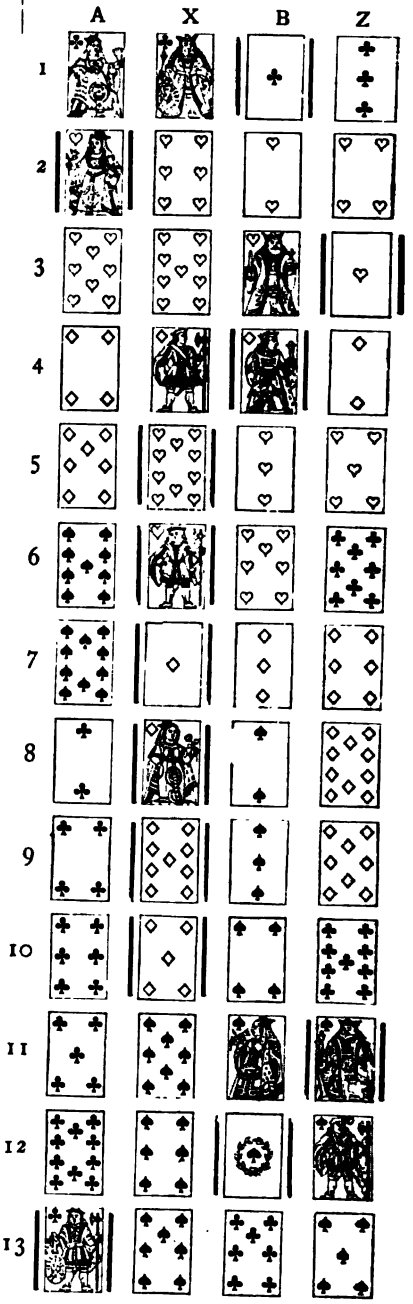
No Score given. Z turns up C 9.



HAND No. 151.

Score—A B love; X Z 3. Trump Card H 4.

Z's Hand—S Kg, Kv, 5; H A, 5, 4; C 9, 8, 3; D 10, 8, 6, 4.



HAND No. 149.

NOTES.—Trick 10. A can count 2 cards. He cannot win the game unless he leads the losing trump. Trick 11. If X discards the Club, A has the 13th. B's discard is governed by X's. The end is very pretty.

HAND No. 150.

NOTES.—In the text Diamond 8 appears twice (tricks 5 and 10). Trick 6. Observe the lead, also the play of the 9; Queen, 10, 9, 3, 2, the second hand plays the 9. Trick 7. A puts on the 3, having the 2, with 3 Hearts to the 10. Is this a new form of signal? Trick 9. The return of the 4 from 4, 8 is new. Taken from Mr. Heather's book. See review.

HAND No. 151.

NOTES.—The hand is taken from Cavendish to exhibit, in a simple form, the propriety of getting rid of the command of partner's suit (Trick 8).

NOTES TO HAND, NO. 147.

Published in the last (November) number of the WESTMINSTER PAPERS.

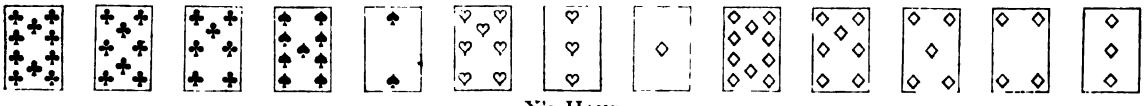
TRICK 3.—B, knowing from the previous fall of the cards, A had led from four Diamonds at least, ought not, contrary both to principle and practice, at this early period of the game to have played the best of this suit, to be ruffed for a certainty by one of the adversaries. As he could not possibly draw any inference respecting the position of the cards in the other suits, and should not play upon mere conjecture, he had, as a theoretical player, no alternative but to lead from the strongest of his remaining suits, *i.e.*, a small Club, and this mode of play, in the result, would have saved him the game.

TRICK 5.—X now knows that B has in Hearts either the Kv only or no other, but whether the Ace or Kv, or even the eight, be with his partner or A, he could not tell. X durst not, therefore, return his partner's lead, especially having regard to the score. What, therefore, with his deficient knowledge of the situation of important cards in the Hearts, his utter ignorance as to the strength and the distribution thereof in the unopened suits, and last, though not least, looking at the score, he could only be guided by the same considerations which ought to have influenced B in his play at Trick 3. X was bound, therefore, to lead a low Spade, as being his best suit, and with four in it to an honour, it must, under the before-mentioned circumstances, be attended with the least danger. Now, this happening to be the trump suit, it is to this point I wish particularly to draw the attention of readers. So far as X is concerned it was an original lead, and this would seem to confirm the doctrine I have heard so often laid down by some of our acknowledged first-class players in a very authoritative tone, viz., that an original lead in trumps, on the ground of its being the best suit, is not only justifiable but even imperative. With all my deference to authority, I am no hero worshipper, and my own experience and reflection on the matter are at variance with any such doctrine. If those who support it appeal to the lead here as an example in their favour, my answer is, there is no rule without an exception; but I do not even admit this as an exceptional case, since I have already shown other reasons for this lead. It is, in fact, a *forced* and not a *voluntary* lead; and furthermore, had B refrained from leading a Diamond at Trick 3 (as he ought to have done), X's proper course at this stage would have been to lead his losing Diamond, to force his partner for very evident reasons E. J.

No. 126—DOUBLE DUMMY PROBLEM.

FROM ACTUAL PLAY.

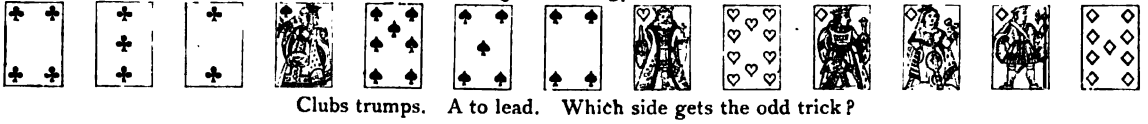
A's HAND.



X's HAND.

B's HAND.

Z's HAND.



Clubs trumps. A to lead. Which side gets the odd trick?

This hand was in our last number. No one solved it. We offer any Vol. of these papers for the best solution.

IS IT A REVOKE?

To the Editor of the WESTMINSTER PAPERS.

SIR,—The following case, as I understand, has been much discussed in Whist circles. The facts reported to me are these:—A and B play against C and D; D, being fourth player, renounces in trumps having one in his hand; B, in the belief that the adversaries are four by honours, throws down his hand; the trick remains unturned and unquitted upon the table; D claims to recover his revoke; the adversaries object upon the ground that B, having thrown down his hand, has played, and that his act is binding upon his partner.

First, what is the effect of throwing down a hand? Law 58 of the Whist Code provides "that if a player or players, under the impression that a game is *lost* or *won*, or for *other reasons*, throws his or their cards on the table, *face upwards*, such cards are exposed and liable to be called, each player's by the adversary, but should one player alone retain his hand, he cannot be *forced* to abandon it."

The first part of the law shows that the intention to abandon the hand does not render the cards *even* liable to call unless they are thrown *face upwards*, although they may otherwise become exposed cards under Sub-section 2 of Law 56 by being exposed "on or above the table" in the process of throwing them down; and the last part of the Law shows that even throwing the cards "face upwards," with the intention of abandoning the hand, does not *per se* bind the partner, who may still hold up his hand, and may even call the cards of the adversaries, who may have been unduly provoked to abandon their hands.

Law 59 provides "that if all *four* players throw their cards on the table *face upwards* the hands are abandoned, and no one can again take up his cards. Should this general exhibition show that the game might have been saved or won, neither claim can be entertained unless a revoke be established."

I make no observation upon "face upwards," but I draw this inference from a comparison of the two laws, that an abandonment of less than *all* the hands does not establish a revoke, but that an abandonment of all the hands, *i.e.* of the game, does establish a revoke. Now, what is a revoke? Law 73 provides that "a revoke is established if the trick in which it occur be turned and quitted, *i.e.* the hand removed from that trick after it has been turned face downwards on the table, or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick."

The questions arising upon this law are, did B lead or play? It is clear that he had no intention to lead, and I should think it would hardly be contended that a player abandoning his hand (the question of revoke not arising) has, in addition to bringing himself within the operation of Law 58, also incurred the penalties of Law 62, and afforded the adversaries also an opportunity of "calling a suit from him or his partner when it was next the turn of either of them to lead."

Has B played in his right turn *or otherwise* to the following trick? The Laws of Whist draw a very just distinction between *leading* out of turn and playing out of turn. Leading out of turn is an act by which a player constitutes himself the first player; playing out of turn is an act by which a player follows the leader, but not in his right turn. I take the words "play in his right turn or *otherwise*" to mean, in his right turn, or before his turn comes, *i.e.*, in his wrong turn, but that in order to play out of turn some one must have *played* before.

If this view is correct, it in no way conflicts with the decisions which appear to me well founded, that a player abandoning his hand when it is his turn to lead does an act equivalent to playing to the following trick, nor would it less affect the question where a player, even in his wrong turn, a player having played before him, abandons his hand. But I humbly think in the present case that B, in abandoning his hand, neither led nor played within Law 73, and that the revoke was not established. But that players of authority should, as I am told, differ so materially upon the question of what is an "act of play" proves what I have so often urged—the propriety of amending the present Whist Code.

I am, Sir, yours obediently FREDERIC H. LEWIS.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 125.

1. A leads Diamonds; won by B.
2. B leads Hearts, A puts Queen; won by A.
3. A leads Hearts 7, B trumps; won by B.
4. B leads Club 10; won by X.
5. X leads Hearts, best; won by A.
6. A leads Club Queen; won by A.
7. A leads Club King; won by A.
8. A leads Spade 3; won by Z.
9. Z leads D; won by B.
10. B leads D (A trumps); won by A.
11. A leads S Q (X K, no use passing); won by B.
12. B leads S 8; won by B.
13. B leads S 9; won by B.

Correct solutions received from Knight; 12 B; No Name; J. D. or J. B.; all others wrong.

CARD GAMES.*

A BOOK on card games is, without doubt, wanted. Bohn's Handbook and the American Hoyle are out of date. The time has arrived for the book, but where is the man possessed of the necessary faculties and leisure to write it. Few there are who have sufficient knowledge to give the rules of a single game. No man ought to attempt to write on the subject without he can first play up to the recognised standard of the day. He need not be a first-rate player, but he must see and know the best forms of play. He must be an accurate observer, and possess a retentive memory. But then, over and above the play, he must be well versed in the laws of the game he attempts to describe. He must be able to construe laws in a liberal and broad spirit, and he must be acquainted with the various points that have arisen on the construction of the laws and the decision thereon. He must be a clear writer. To express one's meaning clearly it is first necessary to have clear ideas. We do not want fine writing, but there should be no obscurity in the mode of handling the subject. Difficulties must be boldly met and not evaded or left in obscurity. It requires the knowledge and powers of a Crichton to describe 100 games. Few men master more than one game; if one becomes a good Whist player, he may go on to Piquet and Ecarté, or he may indulge in one round game, either for an occasional gamble, or to amuse the children at home. We do not pretend to know Mr. Heather. So far as we are aware, he has no repute as a player, nor can we recall any public performance of his that entitles him to rank as an authority on any game, unless, indeed, it is the child's game of the Mile, which some years ago he presented to the public under the name of Block. We judge of him by his book. He speaks of Whist, p. 262, as "the king of games," and he cannot therefore place it in a subordinate position. Whist is dealt with first, and we presume the author desires to be judged by this performance. If he has shown in Whist a sound knowledge of the game, it may be a sufficient guarantee that the other work has been ably performed; but if he has failed in the King of Games, and exhibits ignorance on the subject, we cannot follow him as a guide in the minor games. Our author professes to give "full instructions, with illustrated hands for playing nearly all games of chance or skill." Whist is disposed of in 13 pages. At page 14 we learn that "finesse is having the best, and third best of a suit." The word intended was no doubt tenace; finessing is playing the lower card, though holding the higher. Surely a writer might follow a definition already given; an imperfect definition is worse than none at all. Having the 10 and 9, if we play the 9, by this definition we have finessed. At p. 15 we find that, to make a good cut the two packs divided must each contain three cards. We fancied that it was a common rule of card games that the cut should be equal in number to the cards in a trick, but where did our author find this rule as to three cards? The first paragraph of page 15 is one of the most curious examples of ill-constructed sentences it ever fell to our lot to read. "Partners are first selected by cutting, the two highest playing against the two lowest, the latter having the first deal." It is true that we find later on that the two lowest do not both deal. We have, then, an example. A, B, C, D, are the players. They cut, A, D 10, B, S A, C S 8, D, C 7. A and C are thus partners against B and D, the LATTER having the deal, but our author kindly adds the cards are again shuffled and cut, when B deals. This is, however, only the fringe of the game. We now get an example of Whist. Our author at page 12 has warned us that we shall not always find the best play. We will give his own words:—"It should be understood that throughout the games described the illustrative hands do not necessarily indicate the best play. They are merely given to show in the readiest manner the broad principles. In many instances were we to go into the correct "play" with the pro's and con's, we should require to write volumes instead of chapters." In order that our readers may see that we are not playing a practical joke, we give the Whist hand that Mr. Heather has set out for our edification (No. 150). Our author has said we may not have the best play, but we are to have the broad principles. Surely a good hand might have been found in Cavendish or in these Papers. However here is the hand. Clubs are trumps and C has the lead. He opens with King, Queen, Ace of Spades. On the third round C's partner renounces and discards a small Diamond, on which our author makes a note. "In this round A, having no Spades left, and knowing that there are still three Spades cards unplayed, likewise knowing that his partner's card is the best of the suit, does not trump, but throws away on the trick. C winning this trick also leads again." Observe the accuracy of the writer and his reasons. His partner has led the Spade Ace. He knows the Ace is the best, and as there are three Spades unplayed he throws away a Diamond and the Ace wins. The original leader has, therefore, to play again, and his hand now consists of Trumps, Clubs Queen, 6, 5, Hearts, Ace, 7, Spades 5, and Diamond King, 6, 4, 2. His partner having discarded a Diamond, our author makes the leader proceed to open with a Diamond, and of the four Diamonds he chooses the 6 to lead. A joke is a joke, but, as we have said, a man should know something before he writes about Whist.

The first broad principle we find here is that you play the suit your partner discards; and, 2nd, that you should lead a middle card. This peculiarity is again to be noticed later on. However, the D 6 is led, and second hand having A, Q, and 9, plays the Queen, which wins. Now D has left, Diamonds A, 9; Hearts Knave, 6, 5; Clubs King, 7, 4, 3; and in this position D led the Diamond Ace, which wins, and then the Heart 6, the Heart 6 being again a middle card. Our author can scarcely justify this play on any broad principles. It cannot be right on any principle that we can recall first to lead out the Ace of Diamonds, and then to open the weak suit. However, B wins with the H King, and, under the impression that his partner led out the Ace of Diamonds with some object, returns the Diamond, hoping to force D. C, original leader, wins with Diamond King. Every one follows suit but C's partner, so that there are now 12 Diamonds played, and D has the 13th. D has now left

* CARD GAMES. By H. E. HEATHER, *The Bazaar* Office, 32 Wellington Street, Strand.

this 13th Diamond, Spade 5, there being only one other Spade in, which must be to the player's right, unless the 2nd player has played a false card. Having also 3 trumps to the Queen, and one Heart (A's supposed suit), what does C do but lead a 13th Diamond? This is Whist on broad principles with a vengeance; but our author has two notes on this. (1.) "There still being 2 Diamonds out, and only one player to come after him, A resolves not to trump his partner's best card, and so throws a Heart away. The trick of course belongs to C, who again leads. (2.) D, knowing the card led to be the odd one, does not trump, but leaves it to his partner. A, being third player, does his best, though it proves of no avail against the Knave of B, which wins the trick, and who therefore leads in the next trick. On broad principles we cannot quite reconcile the fact of "there still being two Diamonds out, and that D knows that the Diamond is the odd one." If any one wants evidence of the author's confusion at this moment he has only to look at these two paragraphs. He says A resolved not to trump his partner's last card, but he does trump with the C 10, which is over trumped, and he says the trick of course belongs to C, "who again leads." The trick belongs to B, who leads again. If our author has not shown by this example every fault that a Whist player can perpetrate, we should be inclined to give a small prize for any example showing more faults in the same space. The following is amongst the directions how to play: "If obliged to open a suit of only two cards, lead the highest; in most other cases your lowest card—you should return your partner's lead; if, however, you hold a strong suit, it is well to play it first." If there be any connection between the beginning and end of this paragraph, we fail to see it.

"With trumps.—If having five or more, lead them, especially if your adversary hold no card in your strong suit." We think we have shown that the writer knows nothing of Whist, and it may be said what is the use of criticising a book of this description? The book will get into the hands of beginners. To a Whist player the book is very amusing owing to its absurdity, but the learner, knowing nothing about it, will take it as an authoritative description of Whist. It is not likely that the publisher will throw the book into the fire, as he ought to do; on the contrary, sooner or later, the copies will find their way to the bookstalls, and the aspirant to Whist fame will be attracted by the look of the book. It has no date, so it will always appear new, and no youngster can fail to be misled and be introduced to a bad style of play. There is nothing so bad in education as false teaching. The errors taught are perpetuated in a thousand different ways and the original error is seldom forgotten. Go to any Whist room, and you will find a variety of styles of play. Ask this one why he led such and such a card, and he will say because the rule was so laid down by Clay. Ask a second why he played such and such a card, and he will say it is according to Hoyle or Mathews. Ask a third, in the next generation, why he led the 6 from K, 6, 4, 2, or the 6 from Kv, 6, 5, and he will reply, "Heather says so." But the bulk of players do not learn from books, but from example. Suppose this book goes to the village club. One of the members will master the contents, and will be the authority and ruler of the set. He will hold that three cards make a good cut. If the pupils are apt they will soon learn this point. They go out into the world with this error engrafted on their nature, and what disputes and wrangles will they have on this point. The book will do harm in another way. It partly blocks the way. Publishers are very prudent and not very liberal. They will say "look at that book of Heather's. It was very nicely got up, and it did not sell. How can you expect us to pay authors liberally to bring out a book on games when the last book on the subject did not go off?" and so, indirectly, this childish book may prevent our getting what we wanted, viz., a good handbook of games. We have read several other chapters, but we do not propose to go through them seriatim, but we will take one other set.

All Fours.—The author commences a description of this game by designating a variation as the *most popular* form of playing the game. This is an error, because there are many variations equally popular, and if he desires to recommend any particular variation, it should follow a description of the game proper. All Fours, now best known, and more generally played in America than elsewhere, is there chiefly known as "Seven up," indicative of the points necessary to complete the game. "Blind," "Pitch," "California Jack," "Don Pedro," &c., are all interesting, and many persons in certain districts of the country prefer one or the other variation to the game proper. But it is the game proper that forms the basis for these variations, and the author should therefore have given us a clear understanding of what it is and the rules under which it is played. Thus he states: "Some players discard the sixes and sevens, and then count the value of all the cards towards the point game." Now this is *not* "All Fours" any more than counting a quart, fourteen (because a quint counts fifteen) at Piquet would be Piquet. Again, the "number up" must *not* be arranged at starting, since the game *is* "Seven up." If the players want the game to be nine or eleven, or a thousand for that matter, they undoubtedly have as much right to do so as they have to make a game of Whist consisting of 15, 20, or 100 points. Again, the trump is not made by the non-dealer, but by turning up a trump. The former is the case in some variations. The cards are dealt three at a time, and not one at a time. A player is not obliged to follow suit if he prefers to trump, except when trumps are led, when he must follow suit if he have one. Nor is any one ever *obliged* to trump a suit, unless, perchance, he holds all trumps. In fact, it would be almost impossible to get more errors into a short chapter than the author has succeeded in doing. The entire description is utterly untrustworthy.

The laws of Napoleon seem to be a crib from our laws. The laws of Spoil Five ought to have been taken from our Papers. The laws of Irish Loo are acknowledged to be so, but we are very hard to please. We certainly thought that anyone taking our rules would have asked permission to use them, and Mr. Heather has not thought proper to ask that favour.

AT THE RINK.

Miss Bessie, whose age it were hard to divine,
Has ever declared "She is just twenty-nine,"
And, though some might give her ~~the~~ summers to boot,
When people are kindly
Their friends can look blindly
On facts that would something like ~~fibbery~~ impute;
Besides, after all, it is certainly clear
That ladies know best
When 'tis well to arrest
Time's hand, which would brand their fair brows with a year.

Now Bessie, who feels in the Fashion a Fate,
Whose dictum, alone, is the law of the great,
Not caring how Prudes or old Fogies may prate,
Has skimmed o'er the ground like a swallow of late,
And, one with those most manly souls of her sex,
Who follow a rage at the risk of their necks,
Has subscribed to a Rink and has taken to skate.

I went as her henchman, and saw her appear
Like one who despised all such folly as fear,
And, while ~~kind~~ Tyros would cautiously steer,
She, proudly determined to win a renown,
And be for the season the toast of the town,
Struck out with such dash,
And clatter and clash,
That, one happy moment, all seeing her thought her
As safe as a duckling just launched on the water.

But Nature has never yet designed to impart
The skill that we need to succeed in an Art,
And Bessie soon found
It is slippery ground,
Which lies just beneath the obstreperous wheels,
That seem all alive,
And constantly strive
To catch you asleep and elope with your heels.

So while we, admiring, behold how, unguided,
Now right and now left, she bowed as she glided,
Some untoward cause
Compelled her to pause,
And, like a tall mast that a blast had divided,
With sails all a-flutter, she slowly subsided;
Till, like a short sailor who squats while he begs,
Her stature was minus the length of her legs.
It seemed a false fate
Had been lying in wait
And ruthlessly docked her a couple of pegs.

We hurried to help her; she sat like a queen
Enthroned in full state to preside o'er the scene,
And quietly asked what our flurry might mean.
Then acting the shrew
Without more ado,
She greeted my shin with the tip of her shoe,
And cried, like an artiste who'd taken her cue.

'Oh bother it, see if those
They do not seem spr
For, if they ran rightl
I'm sure they would carry

I tested the wheels, and pr
'I knew it,' cried Bessie, '
But fiddle-dee-dee! have I
Because I have mounted e
I'm not a mere tale
Being carted for sale
I will not be beaten. Her

I gave it her duly,
And up she sprang tr
Accustomed to conquer, d
And bidding all preachers
But strange was the chang
When, ere she could settle
She found that her he
Defied her appeals,
And started away like a c
Who knew they staked fre

They slid out behind her!
I tried to retrieve her, but
And when I recovered Mi
Throned stately and gracie
Not a bit was she frighten
And waved in the ma
Of trophy or banner,
~~With~~ Her right hand uplifted,
Whose fashion and fabric
Of a fray where a beau ha

And he, whom her fingers
Gazed on her amazed and
Now thought of his t
And how this would
That ruthfully ~~lauded~~ wha
Till catching the twinkle t
A mischievous gleam lit h
~~When~~, stooping to raise h
~~Her spring~~ disconnected
And all those luxuriant tr
Shed sunshine around her

Miss Bessie grew crimson
Her wonted assurance see
But quickly she snatched
Gave a shrug, and emitte
Then looking indignant,
She cried 'Sir, how dare
And ere he could answer,
Had turned her back on

DRAMATIC NOTES.

'EN we record the fact that during November three theatres have been closed, and that at no less than eleven ers there have been changes in or addition to the programme, it is easily to be inferred that the battle of life at theatres has been hotly raging, and the list of killed and wounded extensive. The killed are the Park in nden Town, the Royalty in Soho, and the Queen's in Long Acre; all three, more or less, north of the magic , of the Strand. The French plays at the Royalty collapsed so quietly, and so utterly without regret, or even ,ark from former fosterers, that its demise was only known by the absence of its advertisements. The fall of Queen's made somewhat more noise, as the professions and promises of its latest promoter had been on a ;er scale. The failure of *Henry V.* is no blow to Shakespeare, but rather to those who rashly meddle with him, to Mr. Coleman the blow is indeed heavy, if, as is stated, his liabilities are nearly £5,000, and his assets, ording to one legal gentleman, a bill of exchange for £20. At other establishments where there have been nges, the announcement has, in many cases, been added that the changes are made in spite of "great successes," in consequence of "previous arrangements." This might be bewildering, were it not well known that nagers occasionally carry the romance of the stage into the business side of their concerns. Their unwillingness .cknowledge failure is, perhaps, an amiable weakness, seeing that whatever they may put in print, they proceed ctically to alter their bills. It is a more serious matter that in each case where new plays have failed, recourse being had to revivals, and it comes to this, that we shall shortly have little or nothing new on the stage, for the 'es in three, and even four acts, which are the feature of the present season, are nothing more than the very st materials formerly used to play in the audience at seven o'clock, but now dressed up for the palates of those stroll into the theatres after late dinners.

The difficulty—or, as some would put it, the uselessness—of monthly criticism is, under present circum- ,ces, obvious. What is the use, for instance, of reviewing *Brothers*, at the Court, and *The Virginian* at the James's, both of them new plays, but each doomed to an early death this week; a death that is not likely to be owed by a future revival at any time? At any other theatre than the Court, *Brothers* might have been a success, from any particular merits of its own, but from the good acting by all the performers engaged in it. But the lrt, is not, as a rule, a well patronised theatre, and on the night of our visit to *Brothers* it was in a state of oing emptiness, equally distressing to the actors and their well-wishers in the scanty audience. Under such umstances, when an unearthly silence fills the gaps usually occupied by laughter and applause, the weak points a play stand out in strong relief, and *Brothers* was weak, not only in consequence of situations, but by the absence of a plot. No amount of clever dialogue or good acting can, in the absence of r attractions, carry a play in Sloane Square. Mr. Hare must be considered, to some extent, the im of ill-luck, but Mrs. Wood, in producing the *Virginian* at the St. James, committed as great an error udgment as if the Alhambra directors had given their rackety patrons a representation of *Hamlet*. The *ginian* is not only a crime in itself, in being a silly and offensive rendering of an "Enoch Arden" story, is also the cause of Miss Foote, to say nothing of Mrs. Wood and Mr. Honey, having to give way in y sense to a raw American actor, who to the melodramatic rubbish he has to utter, adds a transpontine and manner which increases the offence. The play itself inspires not only contempt but disgust, the ic portion being studded with the most repulsive coarseness, and the chief situation being treated the following manner. The heroine is making merry with husband No. 2, when suddenly enters, r a long absence, and supposed to be dead, husband No. 1, to claim his wife. Here no doubt is a ation full of tragic possibilities, and capable of being delicately, no less than powerfully treated. But the .or of the *Virginian* actually makes the situation resolve itself into a dispute as to which husband the lady *ld pass the night with*, and the matter is settled by her sister coming forward and claiming her as a ellow as in the days before her marriage. We say no more, except that *The Virginian* departs from St. James' this week, to return, it is to be hoped, no more. On one point, perhaps, the author is wiser the critics who have abused him for making his heroine so soon replace the husband she was represented oving so much. The experience of life goes to prove that the widows who mourn the most are the kest to forget.

We appear to have arrived at the period foreshadowed in these *Papers* nearly three years ago, when in ling to the practice of inserting "incidents" from French comedies into English afterpieces, we observed "soon we shall have not merely one but all of the incidents of a Palais Royal play, and the chief place e programme of many theatres will be devoted to their presentation." *Hot Water* at the Criterion, *Cremorne* he Strand, and the late *Three Millions of Money* at the St. James', sufficiently testify to the truth of this nostication, and it is evident that we shall be deluged with a class of entertainment, which, livelier and better d than its musical sister opera bouffe, is in many respects as degrading to audience and actors. credit, or discredit, of introducing these farcical comedies, as they are termed, is due to Mr. Gilbert, who on principle of not letting his right hand know what his left hand did, gave to the world at the same time two such osite productions as *Charity* and *Committed for Trial*, the former being an original play with a high moral ose, the latter an adaptation from *Le Reveillon*. His example was followed by others, until a great success made at the Criterion with the *Great Divorce Case*, which was undeniably funny, not very coarse, and well d. To this play has succeeded *Hot Water*, which, though equally well acted, is coarser and not so funny. But seness in itself, which is characteristic of most farces whether in one act or three acts, and was very common

to the Adelphi productions in which Mr. Wright was wont to appear, is not such an offence against morality, as the exhibition on the stage, as in *Hot Water*, of those persons who in *Cremorne* at the Strand are with much iteration and little humour, called "blondes." At the Criterion, a thin disguise is thrown over the "blonde," which can hardly impose even on the respectable ladies who are so fond of going there on first nights; but at the Strand the character appears without adopting the flimsy veil of an honourable profession. It may be said that an equal objection may be made to the appearance of thieves, forgers and murderers on the stage, but these persons are not in ninety-nine cases out of a hundred, presented in an amiable and pleasant light. It is high time for the critics of the press to do more than utter a feeble and half-hearted protest against these practices, which with such exhibitions as Madame Chaumont in *Toto chez Tata*, do more to demoralise the stage, and society as well, than the nudest displays of Leicester Square. It says little for the value of criticism when we find that one journal—the *Figaro*—has little to say against Madame Marietta in *Hot Water*, but much to urge in favour of the manager who instructs his servants to assault and eject those who express their disgust at her introduction into the play. In fact our critics are madly enamoured of French institutions. They prostrate themselves at the feet of Madame Chaumont, who is well enough, but not so good as Mrs. Bancroft; they have nothing but eulogy for the plays of the *La Boule* order, and now we have one of them openly supporting a manager who has introduced the *claque* system on his first nights.

The object of the *claque* is to make a play appear a success on its first performance. The advantages of a long run for a play to a manager are so great in all respects that it is not surprising to find that they are disposed to adopt any means, fair or foul, to secure it. When a man has expended much money in buying a play, in mounting it with elaborate scenery and gorgeous dresses, and has engaged a staff of performers for the run of the play, it is very evident that a short run will not only lose him the money he has laid out, but also burden him with a company which may not be adapted to any play he may have to fall back upon. He strains every nerve therefore to secure the long run. He is polite to the critics, but if politeness fails to induce them to praise a bad play, he will in a few days advertise that the first night was no fair test, that the play now goes on beautifully, and is finished in good time for the 11 o'clock trains to the suburbs. He invites friends to his first performance, and they, whether seated in the stalls or gallery, are bound to applaud their host's fare. In addition there are the friends of the author to do likewise. But it has been left to the lessee of the Criterion and Folly theatres to go beyond these artifices, and boldly to fill the front rows of the pit and gallery, before the doors are open to the public, with a veritable *claque*. That this should be done by Mr. Henderson is not unnatural, if it is objectionable; but what must be said of a newspaper that actually upholds this manager in a direct infringement on the rights of playgoers? The *Figaro*, a journal much occupied with theatrical matters, admits the correctness of the charge against the manager, and upholds him in his policy, that is, of hiring men to applaud the play, to drown the hisses of dissenters, and apparently also to assault them if they decline to desist from showing their disapprobation. Now we hold, firstly, that a manager who adopts these means of getting a success is making a great mistake; secondly, that the public, who after waiting outside the doors of a theatre, find, on entering, a *claque* installed in the seats that should by rights be theirs, are justified in delaying the performance until the intruders have been removed; and thirdly that the *Figaro* should be on the side of the public it professes to represent. The critic condemns a play in the journal he represents, the pittite condemns it by the utterance of his mouth, and it would be as fair to use violence on the one as on the other, less fair perhaps to use it on the pittite who pays for his seat. The comparison made by the *Figaro* writer between the lessee and a shopman who will not have his wares rejected before they are fully examined is quite irrelevant, unless we are to suppose a shopman retaining hired bullies on his premises to force people to pay for his wares, good or bad.

Although there has been little produced at the theatres this month to call for detailed criticism, the changes have been many and various. Mr. Sullivan has appeared as Macbeth at Drury Lane, and Mr. Chatterton has revived the *Shaughraun, obstante* Boucicault, at the Adelphi. *Hot Water* and *Cremorne* have been alluded to; and whilst the former is not without humour, the latter is, with the possible exception of an attempted travesty of *Dan'l Druce*, which follows it, about the most pointless and laboured production of its kind that we have yet witnessed. The Strand Theatre has certainly lost its laughter-compelling qualities. Mr. Vernon, however, at this theatre, and Mr. Wyndham at the Criterion, have more of the "Matthewsian" essence about them than any of the younger actors of the day. A new burlesque on *Robinson Crusoe* at the Folly has failed to attain to the success of *Blue Beard*, but the critics, whilst condemning the piece, are lavish in their praises of Miss Lydia Thompson. But surely, if Miss Thompson is possessed of the talent attributed to her, it is time for her to soar higher than the heroes of burlesque, which are only attractive when personated by the youthful and comparatively slim. In reprobating too the antics of Messrs. Brough and Edouin in this burlesque, the press declares the theatre is turned into the circus. Then what does that theatre become like that enshrines Mdme. Chaumont and *Toto chez Tata?* Lastly, Mr. Henry Neville, in reviving at the Olympic the Adelphi drama of *No Thoroughfare* has apparently imported from the Adelphi the shabby "borders," red wings, and uncomfortable "guests" for which that theatre has nearly lost its fame. He has also revived Mr. Arthur Stirling, an actor whose style, tolerably well suited to the Adelphi of some years ago, has now become obsolete and provocative of ridicule. There is one point about *No Thoroughfare* at the Olympic that involves a deep mystery, and that is the connection between the title and the play. From the beginning of the prologue to the end of the fifth or sixth act, the title is not once mentioned, nor is the cause of its existence alluded to. It had some *raison d'etre* in the story, if we recollect aright, but that has been lost in the process of time, and the approval, apathetic though it is, with which the audiences at the Olympic receive the play, is some proof that after all there is nothing much in a title.

ANSWERS TO CORRESPONDENTS.

CHESS.

J. McA. (Chichester).—In Problem No. 5 there is no mate if Black plays P to B 3.

J. P. (Bedford).—We can see no reply in Problem No. 1 to P to R 3, for if K moves Q to Q B 2 ch; K moves, Q mates, or Kt moves, Q takes Kt, ch; Kt interposes, Q takes Kt, mate.

G. J. S.—Thanks for your last batch. The other three-move problem can be solved by B to Q B 4, P moves, B to K 2, and mates next move. The sui-mate shall have an early insertion.

W. T. P.—Problem No. 21 can be solved in two moves, viz., R from R 8 to Q 3, P moves, R mates.

X. H.—In your five move problem there is no White King on the board.

J. C. (Hull).—Your problem is still faulty, for Q to B 5, P to B 5, Q mates at R 5.

F. W. Lord.—An excellent problem, but cannot it be solved by Q to B 6? Will you kindly look at it again and let us know the result of your examination.

A. C. Pearson.—A difficult and beautiful piece of Chess strategy. Many thanks.

Messrs. J. McArthur, Pearson, Goldschmidt, Slater, W. T. Pierce, Crake, Hawkins, B. S. Wash, J. Pierce, Jordan, Heywood, and W. F. Lord, &c., are cordially thanked for their valuable contributions.

Western Chess Club (Glasgow).—Number returned. Send right address.

J. A. D. (New York).—Glad to have been of any service to you. The analysis of the Evans Gambit shall have our best and earliest attention.

J. H. S. (Inverness).—We are obliged for the information, and hope to hear from you frequently.

C. P. (Norfolk Square).—You are quite right as regards problem No. 836. We regarded your first letter as intended to afford us information of the error, not as putting a ques- to be answered here. Thanks.

H. J. C. A. (London).—Welcome to the fold again. They shall appear, arranged in a new way, in our next number.

H. F. D. (City Club).—Please accept our best thanks for your kind attention.

B. S. W. (St. Lewis).—We don't recognise the position, but intend to submit it to some of our friends.

J. T. P. (Hull).—The game and position shall be examined. We are greatly indebted to you for the information you have courteously forwarded from time to time.

H. M. (Dublin).—Many thanks for your note. We wish you would send us a more extended account of Chess in your city. If you have not the time or opportunity to do so, you might get some one else to do it. Where is Mr. Long?

WHIST.

X. A. M.—A and B play against C and D. A leads trump. C follows. B wins the trick. D does not play a trump. C, having no honour, saying to his partner "no trump!" throws down his cards. What penalty can the adversaries enact?—*Ans.* C's cards are exposed, and callable.

W. M.—The trump card can be placed face downwards away from the other cards until bets or other arrangements are made. The objection is captious.

S. E. A.—Money lost at cards should be paid the next day. Because you are a great friend of the man to whom you are indebted, this is no excuse or justification for not sending the money. Depend upon it you lower yourself in his eyes if you do not fulfil the duties that honour imposes. It should lower yourself in your own eyes not to do that which is right.

T. F. N.—No one can propose another as a member of a club without a personal knowledge of the proposed member. The card world is very limited, and if you send the names of the players that know you the Secretary will soon find out one or two of these who will be known to himself, or some of the members of the club, and on their recommendation he may find some one who will propose and second you.

W. M. (Westminster Club).—The cut and the misdeal, and the meaning of confusion, was fully discussed at p. 162 of Vol. 3, with the assistance of the late Mr. Clay. We think that the construction insisted on in that article has ever since been recognised as correct.

J. Jay.—There is nothing in it. Twice in our lives we have seen five by cards made against four by honours.

ECARTÉ.

D. A. L. If you play with 6 cards without announcing the fact, your adversary can mark one and you cannot mark the King.

Beginner.—(1) "A Book" means 5 cards. (2) A card once played by leader cannot be taken back. (3) If you mark the King when you have it not the opponent can mark the point or play the hand again. (4) If you turn up 2 cards for the trump card, and your adversary has looked at his hand, there must be a fresh deal.

PIQUET.

J. Day. Elder hand leaves a card. Younger hand takes three cards only, but by mistake does not take the card left. What is to be done?—*Ans.* The case does seem expressly provided for. The law says you must take the cards in order. You must take the card left first. It follows that if you take it you will have 13 cards, and in our judgment this is what you must do, and you can then score nothing

ALL FOURS.

Delta.—If you look at the Solution p. 98, you will see, in the third column, the lead of Heart Queen, which you allege we have again ignored. Your letter did not reach us until the 14th November, because it was mis-directed.

NAPOLEON.

H. E. M.—There are no recognised laws. You must fix your rules before sitting down. In our opinion to make a man pay all the stakes for dropping a card or playing out of turn is too heavy a penalty. We make a player for any such offence pay one to the stand hand.

We have received a copy of Mr. Dutton Cook's *A Book of the Play* (Sampson Low & Co.) too late for review this month. We hope to notice it in our next number.

NOTICE.—In Future these Papers will be Printed by the Civil Service Printing and Publishing Company Limited, and all Letters and Exchanges should be addressed to the Editor, 8 Salisbury Court, Fleet Street, London, E.C., and not to any person known or supposed to be connected with the Papers. Our Friends will much oblige by noting the address.

The Westminster Papers.

1st JANUARY 1877.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE month that ended yesterday has been an eventful one in the Metropolitan Chess World. The death of Mr. Wormald, which occurred on the 4th, is referred to at some length in another part of this number, and we have here only to record that the sad event excited the liveliest regrets among all classes of Chess players. In the domain of practical play the notable events of the past month comprise a match between the St. George's and West End Chess Clubs, and a remarkable blindfold performance by Herr Zukertort. The result of the match between the old-established St. George's Club and the revived association called the West End, was placed beyond doubt so soon as it became known that the strongest of the professional division attached to the latter were excluded by the terms of the match from all participation in it. The ten representatives selected by the West End Club were probably the best that could be brought together, but, as the following list will show, they only succeeded in winning three games out of a total of fifteen played in the encounter.

St. George's Club.	Won.	West End Club.	Won.	Drawn
Ball ...	2	Blunt ...	0	0
Ballard ...	2	Mocatta ...	0	0
Foster ...	1	Mundell ...	1	0
Marett ...	1	Martin ...	0	1
Minchin ...	0	Hoffer ...	2	0
Puller ...	1	Robey ...	0	0
Salter ...	2	Eccles ...	0	0
Warner ...	1	Schomberg ...	0	0
Wayte ...	0	Potter ...	0	1
	10		3	2

A tournament, on even terms, is now in progress amongst the members of the St. George's Club, of which the score, as it stands at present, is adjoined. Dr. Ballard has, as yet played five of his games, but the first and second prizes appear likely to fall to him and Mr. Wayte.

A match is in progress between Messrs. Wayte and Minchin for the winner of the first eleven games, in which the score stands at present—Wayte 8, Minchin 6, drawn 1.

Mr. Minchin is also contending with Mr. Lindsay a match of the same length, in which the score stands—Minchin 4, Lindsay 3.

Mr. Lindsay has just won a short match from Mr. Salter

ST. GEORGE'S CHESS CLUB SWEEPSTAKES.

	Won.	Lost.		Won.	Lost.
Ball...	4	2	Puller	2	5
Ballard	4	0	Salter	7½	4
Lindsay	3½	2	Warner	5	5
Marett	2	3	Wayte	6½	2
Minchin	7½	5			

In relation to the St. George's Club we have received the following letter from one of its oldest members, correcting a slip of our pen in the last month's number.

To the Editor of the WESTMINSTER PAPERS.

SIR,—In the current month's number of the WESTMINSTER PAPERS it is mentioned that the St. George's Chess Club left the Polytechnic Institution in 1847, "when the late Mr. Hampton took it over and established it in King Street, St. James'." Permit me, as an old member of the club in question, to rectify this statement. The International Chess Tournament of 1851 was held in the St. George's Rooms in Cavendish Square, and the club did not vacate those premises until the end of 1854. It then became associated with the Cavendish, a newly formed club in Regent Street, and not long afterwards moved to the house formerly Crockford's, in St. James' Street, then called the Wellington, I think. The St. George's Club was subsequently established at No. 53 in the same street. It was not until the year 1857 that Mr. Hampton received the wanderer under the shelter of his friendly wing in King Street, cherished it, made much of it, and continued to be its efficient and highly esteemed Honorary Secretary until his lamented death in June last year. Yours faithfully,

Reading, December, 1876. H. A. KENNEDY.

Mr. Macdonnell, the distinguished English Chess-player, will give a public reading at the Quebec Hall in the course of the current month. The performance will comprise selections from Shakespeare, Hood, Lover, Lord Lytton, &c., and we hope to see the genial and popular Chess-player supported by a large body of the fraternity.

Herr Zukertort's blindfold performance against sixteen of the strongest players of the West End Chess Club extended over two evenings, and resulted in a hollow victory for the player without the board; he lost but one game, to Dr. Ballard; the remainder were all won or drawn by the redoubtable Prussian.

The handicap tourney at the City Club is progressing satisfactorily, and in our next number we shall be able to record the score down to the end of the current month. The new rooms at Mouflet's Hotel, Newgate Street, are well attended on the nights of meeting, Monday, Wednesday, and Friday, and altogether it is the only club in London for evening play.

The following letter relates to the Problem Tournament of the late *City of London Magazine*. We have, ourselves, no knowledge of how the matter stands, but we have no doubt Mr. Andrews's letter will elicit a satisfactory explanation of the delay in making the awards.

County Chambers, 13 & 14 Cornhill, London, E.C., 15 Dec., 1876.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—Will Herr Zukertort kindly inform the competitors in this Contest, which terminated last January, whether there is any probability of an award being made?

There were two judges originally appointed, viz., Messrs. Blackburn and Nash. The former having resigned last year, his place was taken by Herr Zukertort. Mr. Nash, I am assured, forwarded his selections to his co-judge seven months ago, and therefore, as the matter has so long rested in Herr Zukertort's hands, he will oblige many Composers who took part in the contest, by stating when (if ever) his decision may be expected.

You have always been foremost in keeping the Chess Public *au courant* as to the progress of Tourneys all over the world, and I am sure I need not apologise, therefore, for troubling you with this inquiry.

Believe me, Dear Sir, your's faithfully,

H. J. C. ANDREWS.

The minor Chess associations of the metropolis have been signalising the season by hard fought matches between each other. The International Chess Club, which holds its meetings at No. 314, Euston Road, has played

and moreover won, two matches since our last issue. The first match against the Gresham Chess Club (18 Wood Street, City) resulted in a score for the International party of nine to one with two draws, and in the second, against the St. Pancras Church Institute Chess Club, they were also victorious. The following is the full score in both matches :—

International	Won.	Gresham.	Won.	Drawn.	International.	Won.	St. Pancras.	Won.	Drawn.
Pfahl	2	Vyse ...	0	—	Macfadyen ...	1	Seymour ...	0	1
Tarrant	1	Scott ...	0	1	Hill	1	Griffiths ...	0	1
Hill	1	Griffiths ...	1	—	Brown	1	Bowyer ...	1	—
Scoones	2	Penprose ...	0	—	Hoare	0	Rogers ...	2	—
Grady	0	Locket ...	0	1	Templeton... ...	1	Shaw ...	1	—
Hoare	2	Squiers ...	0	—	Moon	2	Nicholls ...	0	—
Templeton ...	1	Blinkhorn ...	0						
	9		1	2		6		3	2

The Shaftesbury, Athenæum, and Bermondsey Chess Club have also been engaged in matches, of which the following is a report :—

SHAFTESBURY v.	Won.	Lost.	ATHENÆUM.	Won.	Lost.	SHAFTESBURY v.	Won.	Lost.	BERMONDSEY.	Won.	Lost.
Mr. Weightman	2	0	Dr. Batt ...	0	2	Mr. Weightman	0	1	Mr. Beardsall...	1	0
Mr. Cohen ...	2	0	Mr. Hamilyon .	0	2	Mr. Graves ...	1	0	Mr. Holman ...	0	1
Dr. Swyer ...	2	0	Mr. Spicer ...	0	2	Mr. Bacon ...	1	0	Mr. Barker ...	0	1
Mr. Graves ...	2	0	Mr. Marriage...	0	2	Mr. Barber ...	0	1	Mr. Huttley ...	1	0
Mr. Davis ...	1	1	Mr. Forster ...	1	1	Mr. Moses ...	1	0	Mr. Blagg ...	0	1
Mr. Bacon ...	2	0	Mr. Thompson, J.	0	2	Mr. Gratton ...	0	1	Mr. Holman ...	1	0
	11	1		1	11		3	3		3	3

A match between the Eclectic and North London Chess Clubs was played at the rooms of the latter on the 14th ult. It was won by the North London Club with a score of six to five and one drawn, as shown by the following score :—

ECLECTIC.	Won.	Drawn.	NORTH LONDON.	Won.
Hoon	0	0	Howard	1
Reeve	0	0	Stevens	1
Hodge	1	0	Kaufmann	1
Surcott	1	0	Eckstein	0
Poley	1	0	Taylor	0
Schmidt, E.	1	1	Porter	0
Gibbs, G.	0	0	Oliver	2
Palmer	1	0	Bryce	1
	5	1		6

On the 8th ultimo, Professor Wayte visited Cambridge, and played eleven games simultaneously against that number of Members of the University Chess Club. The Handicap Tourney of this flourishing Association closed on the 11th ult., and ended in the first prize being carried off by Mr. J. T. C. Chatto, of Trinity. The following gentlemen, divided into three classes, took part in the contest :—First Class—J. T. C. Chatto, Trinity ; W. H. Gunston, St. John's. Second Class.—C. Chapman, St. John's ; D. C. M. Lunt, Caius. Third Class—T. W. Tonkin, St. John's ; A. Haigh, St. John's ; W. H. Blythe, Jesus ; W. H. Jennings, Corpus ; A. W. C. Peskett, Caius, and T. C. Shirley, Clare. The First Class gave the odds of Pawn and two moves to the Second, and the Kt. to the Third, the latter receiving Pawn and two moves from the class preceding it.

A meeting of the Chess Players of Northumberland and Durham was held at the Royal Exchange Hotel, Newcastle-on-Tyne, on the 26th and 27th ultimo, but no report of the proceedings has reached us.

A Chess Meeting, extending over three days, is announced to be held at Louth, in Lincolnshire, on the 4th, 5th and 6th instant. The Tournies will be open only to Provincial Amateurs, ladies and gentlemen, and handsome prizes have been provided for the competition. The competitors will be paired in three classes, and the following are the conditions of the proposed Tournies.

CLASS I. Entrance 10s. 6d.: 1st Prize £5. Competitors in this Class must commence playing on Tuesday morning, the 2nd, at 10 o'clock. Each player must play one Game, (irrespective of draws) with each other player in this Class. The above Prize will be reduced or withheld (early notice of which would be given to any who had entered), unless there are five Competitors.—CLASS II. Entrance 5s.: 1st Prize £3. This Prize will be increased if the funds allow.—CLASS III. Entrance 2s. 6d.: 1st Prize £1 10s. There will be 2nd and 3rd Prizes given, depending on the number of entries. The mode of deciding the Prizes in Class II. and III. will depend upon the number of Entries, and be arranged at the time of commencing play. The hours of play each day will be from 10 a.m. to 3 p.m., and from 7 p.m. to 11 p.m. Tickets of Admission for Visitors will be 2s. 6d. each, for the three days. Players must play in the Classes according to their strength, and the Committee reserve to themselves the right of deciding any arrangement. An extra Prize will be given to the Lincolnshire Man who takes the highest place in Class II. All disputes to be settled by the Committee, and their decision to be final. If generally desired, a Handicap Class, or Consultation Games, or Single Matches, or small Tournaments, will be arranged during the Meeting. A Public Luncheon will be held on Friday, at 3.30 p.m. All interested in the gathering will be asked to attend a Business Meeting half an hour before the Lunch, for the purpose of forming a Lincoln County Chess Association, electing its Officers, drawing up its rules, &c., &c. All Persons intending to compete should send in their Names and Entrance Fee immediately, to the Rev. A. B. Skipworth, Tetford Rectory, Horncastle.

The following account of the re-establishment of the Manchester Club has been courteously forwarded to us by Mr. McClelland, the honorary secretary. We hope cordially to see the new association revive the glories of the old, renewing, for us, the time when Duval and Kipping reigned, and the Manchester Club was in numbers and force one of the strongest in the world.

The re-establishment of the Manchester Chess Club has been brought about by the exertions of the officers and committee of the Union Chess Club, which, for the last four years, have met at 50 Market-street, and which numbers amongst its members many of those of those of the old Manchester Club. There being, however, no club in this city which could properly be styled the Manchester Chess Club, the governing body of the Union Club, after duly considering the matter, and finding all their members willing and even anxious to make the change, decided to call a special general meeting of the club, for the purpose of transforming the Union Club into the Manchester Club. This meeting was held on Tuesday, and there being a good attendance of members, resolutions proposing the change were submitted and passed unanimously. After this the rules of the new club were decided upon, and the following gentlemen were then unanimously elected officers for the first year: President, Mr. John Baddeley; vice-president, C. J. Fleming; treasurer, Mr. W. Bantock; secretary, Mr. James Grundy. The committee, which was elected by ballot, is formed by the following members: Rev. C. Bardesley, Mr. James Fish, Drs. Hewett and Martin, Messrs. Wm. M'Clelland, Charles M. Simon, A. Steinkuhler, and M. B. Wood. This governing body fairly represents an amalgamation of the late Manchester and Union clubs, containing, as it does, the two presidents, the two secretaries, and several members of the committees of both clubs. The new Manchester Chess Club will be opened at the beginning of the new year, at the old address, 50 Market-street, and in the same room which the old club had. This room is being enlarged and fitted up afresh, and made comfortable in other respects by the proprietor, Mr. S. Studd; and there is every prospect that the new club, which will start with a list of about 70 members, will prove a success, and that the Manchester Chess Club will once more take its former position as the first provincial Chess club in the kingdom.

We are indebted to Mr. Palmer for a report of the undernoted matches recently contested in Hull and the district, at the Catholic Institute, on December 6th and 13th:—

CHURCH INSTITUTE.		CATHOLIC INSTITUTE.	
J. Crake	0	H. Hildyard (1 draw)	0
H. Dixon	2	H. C. Mills	0
G. W. Farrer	2	E. G. Eeles	0
R. Morris	0	J. R. Clark	2
J. T. Palmer (Sec.)	1	J. Walker, junr.	1
R. H. Philip	2	J. N. Morttson (Sec.)	0
D. Sargent	1	J. Walker, sen.	1
	8		4

The second game between Messrs. Crake and Hildyard was left unfinished, the former gentleman having the superiority in position and number of pieces. Three matches have taken place between these clubs, in each of which the Church Institute Club have proved victorious.

At the Young People's Christian and Literary Institute, on December 14th :—

Church Institute.			Young People's Institute.	
Won.		Drawn.		Won.
0	J. Crake	2	H. Stonehouse	0
0	H. Dixon	0	J. Gregson	2
1	W. Drury	0	G. Pulsford	1
1	G. W. Farrow	1	J. W. Walton	0
2	R. Morris	0	G. J. Gresham	0
1	J. T. Palmer	1	S. Gilder (Sec.)	0
1	J. Parker (Grimsby)	0	R. H. Philip	1
2	D. Sargent	0	W. E. Trumble	0
8		4		4

The second game, between Messrs. Gilder and Palmer was left unfinished, Mr. Palmer being a piece a-head. Mr. Crake's first game was also left unfinished, his opponent having a slight advantage. The unfinished games and the game not played were scored as draws. It was rather remarkable that the two secretaries should be balloted together, and no doubt they felt it their bounden duty to fight hard for their respective institutes. This is the fifth match between these institutes, and the Church Institute Club has been successful in each.

At the Royal Station Hotel, Hull, on Saturday afternoon, December 16th :

Hull Chess Club.				Grimsby and District Chess Club.		
Won.		Drawn.	Unfinished.		Won.
1	H. Birks	—	—	J. T. Palmer (Hull)... ...	1
1	J. R. Clark	—	1	R. J. P. Iles...	0
2	W. Drury	—	—	Rev. J. Seller	0
2	E. Freeborough (Sec.)	—	—	S. Kirke	0
0	G. Pulsford	—	1	R. Mason	1
0	J. Sanderscn	—	1	Capt. T. Coates	1
0	J. Walker, sen.	1	—	J. Parker (Sec.)	1
1	W. Wilson	—	—	G. Smith	1
7		1	3		5

Three games were left unfinished. In the first unfinished game, Mr. Sanderson was three pawns ahead; in the second Mr. Mason had won the exchange for a pawn; and the game between Messrs. Clarks and Isles was equal. One of the finest games in the contest was the first between Messrs. Parker and Walker, which lasted upwards of four hours, and ultimately ended in a draw. The position was—

White—(Walker) K on Q R 6, Pawns on Q R 2, Q Kt 7, and K R 4.
Black—(Parker) K on K R 6, Q on K Kt 8, Pawn on K R 4, Black to move.

Perhaps the Editor or some subscriber to the "Westminster Papers," will kindly criticise this position.

Two formidable players, Mr. A. Crosskill (Beverley), and the Revd. A. B. Skipworth (Horncastle), were unavoidably absent from the meeting. Mr. Palmer (who is a member of both Clubs), was elected to play in place of a Grimsby absentee. An excellent tea was provided by the Hull Chess Club, and served to the gentlemen as they were playing, so that the match might not be interrupted. The Grimsby team were compelled to leave at 6.15. p.m. A match was commenced at the Catholic Institute on December 7th, between seven members of the Young People's Institute and an equal number of the Catholic players. The score at present is—Catholic Institute, four games won, two lost, and one draw. The match is to be resumed early in January. In each of the above matches the players were paired by lot, and it was arranged that each pair should contest two games. A new scheme has been mooted—viz., that in future local matches the players should be paired together according to strength (each club to class its own players of course), but this idea does not meet with general approval, although many would very much like to see it adopted. Winter tournaments have either commenced or are in course of formation at each Institute.

The Christmas number of the *Huddersfield College Magazine* is an excellent one. It contains a Chess fantasy by Mr. Barbier, eight problems, and the usual Chess Jottings for the month. The *Amateur World* for December is at hand, and is very welcome. It will answer several correspondents if we inform them here that the

address of the editor of the *Amateur World* is James T. Palmer, Church Institute Chess Club, Hull.

The *Derbyshire Gazette* is one of the most interesting Chess columns of the day. The editor, Mr. F. Thompson, who is a problem composer of note, has produced a five-King problem, which we here take the liberty of transferring to our pages. It will be found worthy of our solvers' attention.

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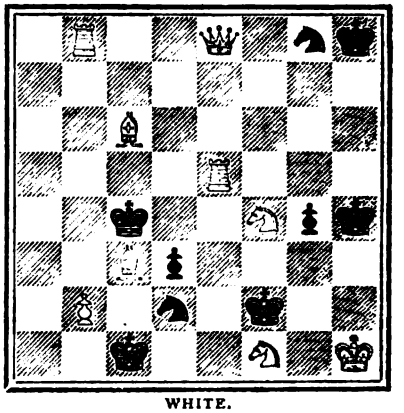

WHITE.

White playing first to mate all five Kings simultaneously, at his sixth move.

The third match between the Chess players of the East and West of Scotland was played at the Balmoral Hotel, Edinburgh, on Saturday, the 2nd ult. In the two former matches the East was successful, and we have now to chronicle a third victory for the same side. The East was represented by twenty players, of which number Edinburgh contributed 13, Fife 3, Blairgowrie 2, and Dundee 2, while all the Western players were from Glasgow. The conditions of the match were that the players should be paired according to their reputed skill, and that each pair should play three games if time admitted, the rules to be those laid down in Staunton's *Praxis*, and the play to commence at 11 a.m. and terminate at 6 p.m. At that hour the Eastern champions had won twenty-seven games, and the Western representatives twenty-three, with eight draws. The following is the full score:—

East of Scotland.	Won	West of Scotland.	Won.	Drawn.
Baxter	0	Grant	2	1
Balfour	1	Berwick	1	1
Bremner	2	Harvey	0	1
Boase	1	Birch	1	0
Cappie	1	Ambrose	1	1
Davis	2	Jago	1	1
Davidson	1	Boyd	2	0
Fraser	2	Jenkins	0	0
Gloag, J. A. L.	1	Ross	2	0
Greenhill	0	Crum	2	0
Kronheim	3	Barclay	0	0
Latta	2	Taylor	1	0
Macfie	2	Kennedy	1	0
MacArthur	2	Murray	0	1
Matthew	0	Bash	3	0
Meikle	2	Spens	1	0
Mellis	2	Broom	1	0
Nimmo	0	Court	1	2
Omond	1	Tennant	2	0
Russell	2	Gilchrist	1	0
	27		23	8

The match was an exceedingly close one, but if Glasgow desires to flourish in the Chess World she must put forth all her strength in these encounters with the East. The latter had eleven players in the field who could take no part in the contest because no adversaries could be found for them.

The lists of the Tourney for the problems called "Suicidal," organised by *La Stratégié*, will be closed on the 1st February next. Two Prizes are offered: First, an Ebony Chess Board and Pieces. Second, a copy of Alexandre's *Beauties of Chess*, printed on fine paper. The latter is a very scarce work, and should of itself attract a large number of competitors. The new Russian Serial, published at St. Petersburgh, under the title of *Chess Matches*, contains the Games in the match between Messrs. Potter and Zukertort, and many Problems original and selected. As the Games are printed in the Continental notation, and problems set forth in the usual manner, this Magazine should find supporters in England.

The latest news from America confirms the intelligence that the "Brilliancy Prize" in the *Clipper* Tournament has been awarded to Mr. Bird. It was handed to that gentleman in a formal manner on the 28th November last, and the ceremony was witnessed by all the regular *habitues* of the Café International. American amateurs are subscribing to a fund to be devoted to paying the expenses of any of the strongest European players that can be induced to cross the Atlantic. A "nucleus" of twenty-five dollars is in hand already. Writing of the absence of European professional players from the Centennial Meeting in August last, the *Chess Record* says, "The insufficiency of the Prizes kept them back. No matter what was the

amount of the first prize, let us suppose that none of them won it. What then!" We hardly know ourselves but—happy thought—they might have stayed there."

Mr. B. M. Neil, writing of dual moves, says that "If such insane correctness must be observed, all the famous Chess problems in existence must be thrown away." Hardly, we should think. We have not thrown away Chaucer, though we have learned to spell since his time.

The Illustrated Sporting New Yorker, has a capital Chess column conducted by Mr. A. P. Barnes. Mr. Barnes, in conjunction with Mr. Brenzinger, adjudged the prize for brilliancy in the *Clipper* tourney. Since the retirement of Mr. Judd, the Chess column in the St. Louis *Globe Democrat* has been conducted by Mr. B. S. Wash, an amateur, whose name will be familiar to our readers as a contributor of problems to this journal. The death of Mr. T. M. Brown, the eminent problem composer, has elicited expressions of regret from almost every European paper that notes the proceedings of the Chess world. Miron, of the *New York Clipper*, requests that all such notices may be forwarded to him for transmission to the deceased gentleman's friends. The Chess Board and pieces used for many years by Mr. Brown, has been bequeathed to Miron. Such a relic could not have been placed in better or more friendly hands.

The principal news from Australia is the award of prizes in the problem tournament organised some time ago by Mr. C. M. Fisher, the Chess editor of the *Sydney Mail*. A prize was given for the best two-move problem, which was won by Mr. S. Tyrrell, of Adelaide, and another for the best in three moves has been awarded to Mr. J. Willis, of Bogan. Honourable Mention has been awarded to the composition of Mr. T. Henderson, of Berwick, Victoria. The last named problem appears in the margin, and the two prize problems below.

By T. Henderson, of Berwick, Victoria.

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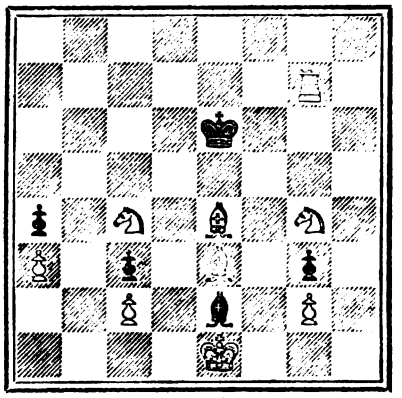

WHITE.

White to play and mate in four moves.

By S. Tyrrell, Adelaide.

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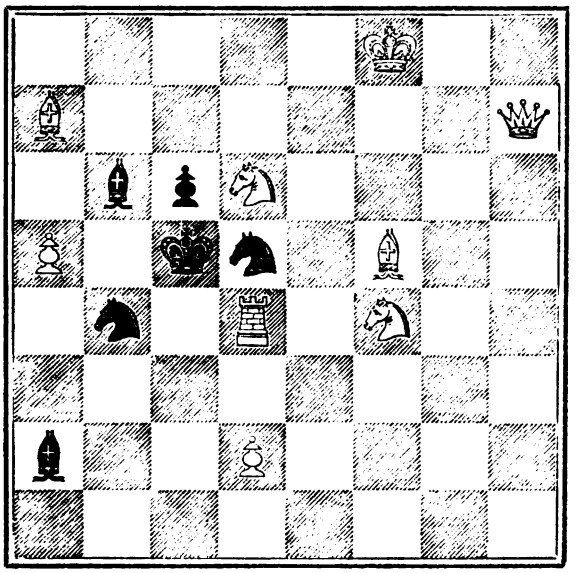

WHITE.

White to play and mate in two moves.

By J. Willis, of Bogan.

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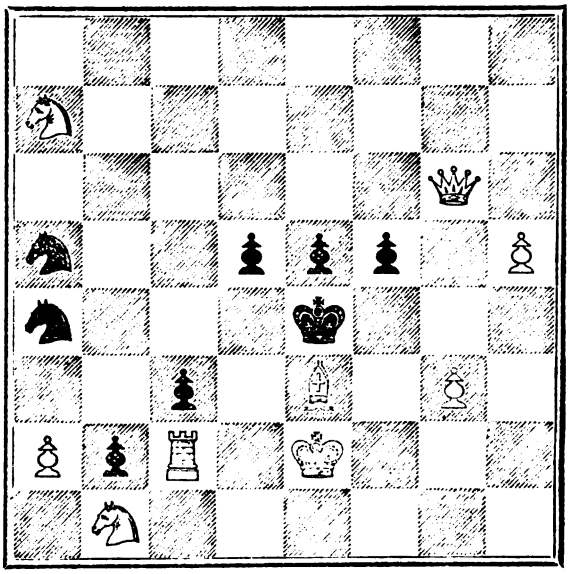


WHITE.

White to play and mate in three moves.

We regret to announce the death of Herr Kling, the distinguished problem composer. Herr Kling was born at Mainz, on the 19th March, 1811, and having in early youth evinced a taste for music, he was, when 15 years of age, placed under the tuition of a master of some local celebrity. He was subsequently appointed Organist to one of the Mainz churches, and held the post for a number of years. He came to England in the hope of advancement in his profession, but his inclination for Chess was always as strong as his taste for music, and when, in 1850, he opened a Chess room as a sort of rival to the Divan, he abandoned music for a time. During that period he conducted, in conjunction with Herr Horwitz, a weekly Chess Magazine, called the *Chess Player*, an exceedingly clever little journal, which besides articles from the pen of Mr. Boden and other English writers, was enriched by the original Problems and Studies of the two Editors. Herr Kling was among the pioneers of the modern style in Chess Problems, and most of his compositions are remarkable for beauty of conception and skilful construction. He practically retired from Chess some years ago. The last of his productions was a problem that appeared in our number for December.

Death of Mr. Wormald.

Only three months ago we published a brief sketch of the Chess career of Robert Bownas Wormald, and it is now our sad duty to record his death, which occurred on the 4th ultimo, in the forty-third year of his age. Mr. Wormald's work in the field of Chess is well-known to every reader of the WESTMINSTER PAPERS; nevertheless, we may be permitted to extract from our October number the sketch referred to :—

Mr. Robert B. Wormald is a scion of one of our oldest county families, and was born in the vicinity of York in the year 1834. While yet a schoolboy he evinced remarkable talent for Chess, which he first displayed as a problem composer in the columns of the *Illustrated London News* at the early age of fifteen. In 1853 he entered Oxford University, and during his undergraduate career he became associated with Brien, Ranken, Wilkinson, Dolby, Valentine Green, and many others whose names are familiar to every reader of the *Old Chess Players' Chronicle*, and whose exploits upon the chequered field had spread the fame of the Hermes Chess Club throughout the entire Chess World. Mr. Wormald obtained his degree in 1857, and coming to London adopted the profession of journalist, devoting much of his leisure to practical Chess play, and the composition of problems. In 1858 he played a match with the late Mr. Charles Kenny, a prominent amateur in those days, winning every game, and in 1859, the only other public match in which he has engaged, was fought with Mr. Campbell, then the rising star of English Chess. This match, which was, perhaps, the most stubbornly contested one on record, no fewer than fourteen drawn games having occurred in it, was won by Mr. Campbell, with a score of seven to five. Mr. Wormald's "Chess Openings" was produced in 1862. Its success at once placed him among the first analysts of our time, and the new and enlarged edition of the work produced in 1875 was endorsed with the approval of every authority on the subject. Since his arrival in London, twenty years ago, Mr. Wormald has been a constant contributor of problems, analyses and games to the newspaper and periodical literature of Chess, and his life-long friendship with the late Mr. Staunton marked him out as the fittest successor to that gentleman in the post he now worthily fills on the staff of the *Illustrated London News*. His writings are distinguished by scholarly grace and a modesty of statement in Chess analysis, unfortunately somewhat novel to the subject, and his high personal qualities have secured for him the cordial regard of every one that knows him.

When the above sketch was written it seemed unnecessary to enlarge upon Mr. Wormald's career outside of the little world to which this journal is specially addressed, or upon the substantial honours he had won in the profession of his choice. To the majority of Chess-players he was but a Chess-player, one of remarkable power indeed; but few suspected the rare atttainments concealed beneath a modesty of nature that always seemed out of place in a sphere where egotism is such a common failing. Very few knew in Mr. Wormald the rare classical scholar who, in a competition with many, now among the foremost men of the time, achieved the distinction of reciting his congratulatory Greek Ode on the occasion of the late Lord Derby's installation as Chancellor of Oxford University. A still less number of Chess-players knew him as a *Saturday Reviewer*, a political economist, or as a powerful writer upon such different subjects as the Greek Particles, and the University Boat Race. His journalistic career has been well sketched by one who knew and loved him well in the columns of the *Illustrated Sporting and Dramatic News*. We have a melancholy pleasure in reproducing it here.

It is nearly twelve years since the present writer and poor dear Wormald discussed in Fleet Street the then nebulous *Sportsman*, upon which journal they had severally been engaged. At that time he was a stalwart fellow, abounding in "go," who looked all his inches (he stood upwards of six feet high), and boasted a physique such as those who have only known him during the past five years would find it difficult to credit him with. Of Mr. Wormald's literary attainments and capacity as a journalist it would have been difficult then to have said too much; how much more difficult it is now only those who have enjoyed his friendship for the past decade can say.

He was a *Saturday Reviewer* in the days when that once daring weekly hit out from the shoulder without fear or favour, and we can fancy we now hear him chuckling over the fact that the production of a bundle of receipts for his papers in the *Saturday* had once obtained for him the exalted position of London correspondent of a New York journal! When Messrs. Saunders and Otley—unwisely, perhaps—put away the *Oriental* and established in its stead the *Literary Budget* (one of the most brilliant journals that ever existed), Wormald was amongst its contributors. He also wrote for the *Imperial Review* during its brief existence, and was one of the most indefatigable members of the staff with which Mr. S. O. Beeton surrounded himself—a group of magazine writers, as they were called, that comprised men like the late Tom Robertson and poor "Billy" Stevens. He might some years since have had the post of editor of a leading journal in Yorkshire, which offer, however, he declined. The charms of a London life were too strong for him. In connection with sporting journalism Mr. Wormald has accomplished in his time a vast amount of honourable work. He was one of the contributors to the *Sporting Gazette* in the days when that journal was owned by a limited proprietary of "lords, dukes and admirals," and was one of the writers on the *Sportsman* during the most aggressive period of "Vigilant's" career in that journal. Subsequently he became yachting correspondent and an occasional leader-writer on sporting subjects in the *Daily News*, and joint editor with Mr. H. Smarthwaite, of *Bell's Life*. Latterly his failing health prevented him, poor fellow! from doing perfect justice to his prostrated powers. For many weary years a martyr to rheumatic gout, last winter found him laid aside with a complicated attack of bronchitis and congestion of the lungs. His friends feared that his end was at hand, but such was his own brave cheery nature that, hoping with all their might against hope, they prayed that "Dear old Tommy" (the name by which he was best known to the friends who loved him, and to know him was to love him) would yet recover. But, alas! it was not to be. The seldom genial days of early summer were too fleeting to bring in their train any permanently healing influence on the pitifully emaciated frame. He never gave in—he was too brave for that

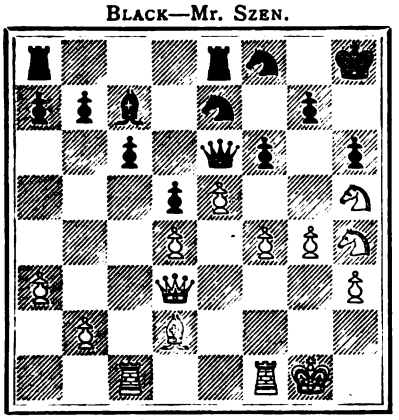
—but his friends did. Only last week, seated in the very room where at this moment these lines fall so feebly from the pen, he spoke with the heart of a lion of what he would do in the future, when he had taken another house. He went home and died. In many a circle, for many a year to come, Wormald's name will be remembered with deep and tender regret. He never made an enemy and never lost a friend. He was a gentle-man in the old chivalric sense of the term. In truth, a very perfect knight. In closing this sadly inadequate notice of Robert B. Wormald, we remember, with mournful pleasure, that he was connected with this journal from the first number to the hour of his death. Almost the last lines he wrote were the "Answers to Correspondents," in our last week's Chess column. The last important work of his pen is a story which will appear in our "Christmas Number," to be published next week. Poor Wormald leaves a widow to mourn his loss. God rest him and comfort her.

To this tender tribute to the memory of Robert Bownas Wormald, we sadly add our own. By his death English Chess has lost its ablest representative in the literature of the game, and the writer, a dear friend whose sympathy and encouragement have never been found wanting since they first became known to each other.

END GAMES.

The following endings of games played by the late Herr Lowenthal, are selected from documents placed at our disposal by the executors of the deceased.

BLACK—Mr. SZEN.



WHITE—Mr. L.

Against Mr. Szen, played about 1835. White to make his 24th move and win.

WHITE.	BLACK.
24 P to K B 5	24 Q to K B 2
25 P takes P	25 P takes P
26 B takes P	26 Kt to Q 2
27 B to Kt 7 ch	27 K to R 2
28 Q to R 2	28 Kt to K Kt sq
29 Kt to Kt K 6	29 R to K 5
30 Q to K B 2	30 Kt to K 2
31 Q to K R 4	31 K to Kt sq
32 Kt tks. K B P ch	32 K takes B
33 Q to K R 7 ch	33 K takes Kt
34 P takes Kt 5 ch, and wins.	

BLACK—Mr. STAUNTON.

WHITE—Mr. L.

Against Mr. Staunton, played in 1851. White to make his 33rd move and win.

WHITE.	BLACK.
33 P takes P	33 K to B 6
34 Kt to K B 4	34 R takes K ch
35 R to Q 8 ch	35 K to B 2
36 R to Q 7 ch	36 K to Kt 3
37 Q to B 6 ch	37 R to B 3
38 R takes P ch	38 K takes R
39 Q takes R ch, and wins.	

BLACK—Mr. WYVILL.

WHITE—Mr. L.

Against Mr. Wyvill, M.P. Played in 1854. White to make his 22nd move and win.

WHITE.	BLACK.
22 P takes P	22 P takes P
23 K Kt to K 4	23 K to Kt 2

(If the Rook be moved, both the centre Pawns are lost.)

24 Kt takes R	24 Q takes Kt
25 P to Q Kt 4	25 Kt to B 6 ch
26 P takes Kt	26 P to Q 5
27 P takes Q B P	27 P takes Kt
28 Q to Q 4, and wins.	

SOLUTIONS OF PROBLEMS.

No. 856.

White.	Black.
1 Kt to B 4	1 R takes Kt at B 4
2 Kt to Kt 3	2 Aught
3 Q mates	

(a)

	1 R takes Kt Q 4
2 B to K 6 ch	2 K moves
3 Q mates	

No. 857.

1 Kt to R 7	1 R takes R
2 Q to B 5 ch	2 K moves
3 Kt mates	

No. 858.

1 Q to B 2	1 P moves
2 Q to R 4	2 Aught
3 Q mates	

No. 259.

1 B to Q Kt 4	1 Kt to Q 3
2 Q to K 5 ch	Anything
3 Q or B mates	

No. 260.

1 K to Q B 3	1 R to Q 2
2 Q takes Kt	2 B takes Q
3 B to Q 6	3 Aught
4 Mates	

(a)

	1 Kt takes B (b)
2 Q to K R 8	2 K takes R
3 Kt to K B 6 ch	3 Aught
4 Q mates	

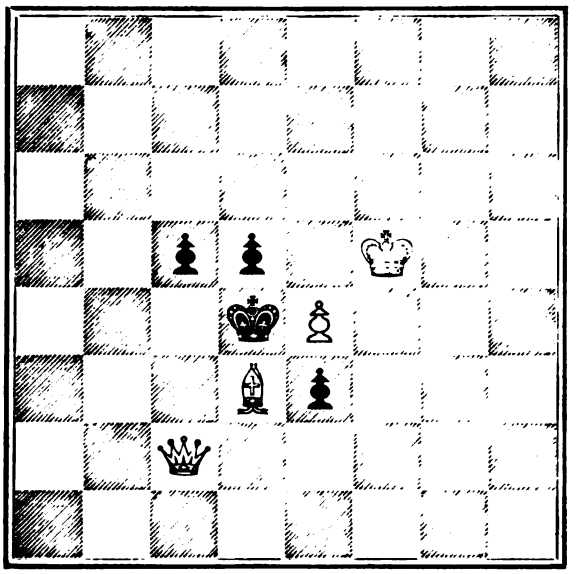
(b)

	1 Kt takes P (c)
2 Kt takes B dis ch	2 Kt takes B
3 Kt takes R	3 Aught
4 Kt mates	

PROBLEMS.

Problem No. 877.—By C. W., of Sunbury.

BLACK.

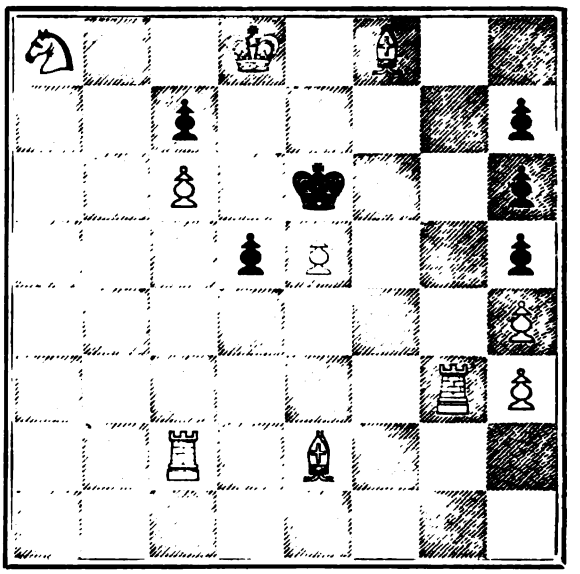


WHITE.

White to play and mate in three moves.

Problem No. 778.—By Sergt.-Major McArthur.

BLACK.



WHITE.

White to play and mate in three moves.

Problem No. 879.—By A. E. Studd.

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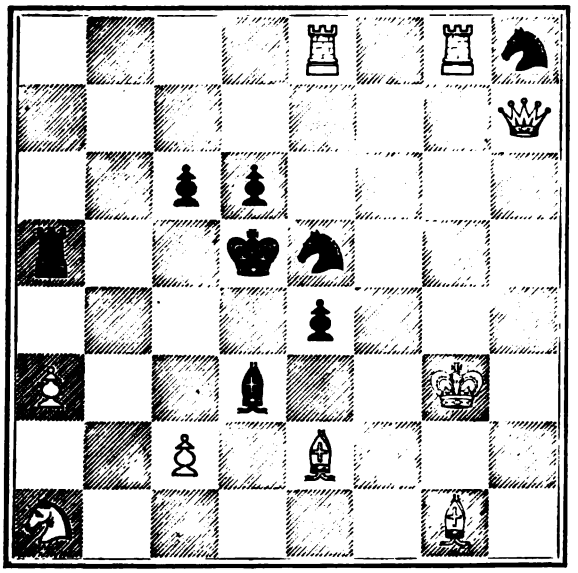

WHITE.

White to play and mate in three moves.

Problem No. 880.—By Victor Gorgias.

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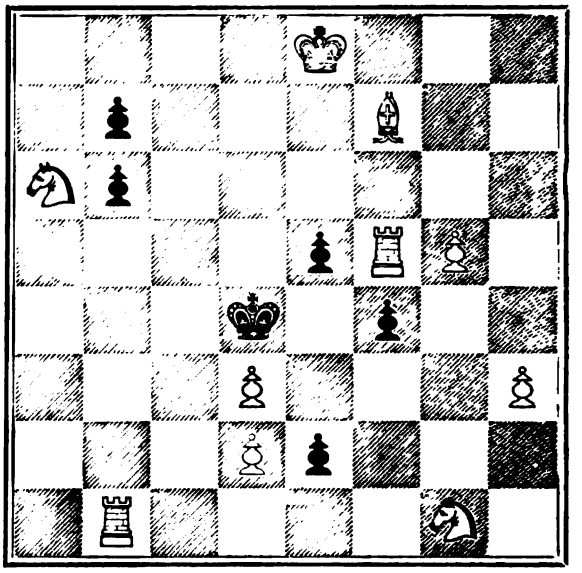

WHITE.

White to play and mate in three moves.

PROBLEMS.

PROBLEM 881.—By D. W. CLARK, of Siberia.

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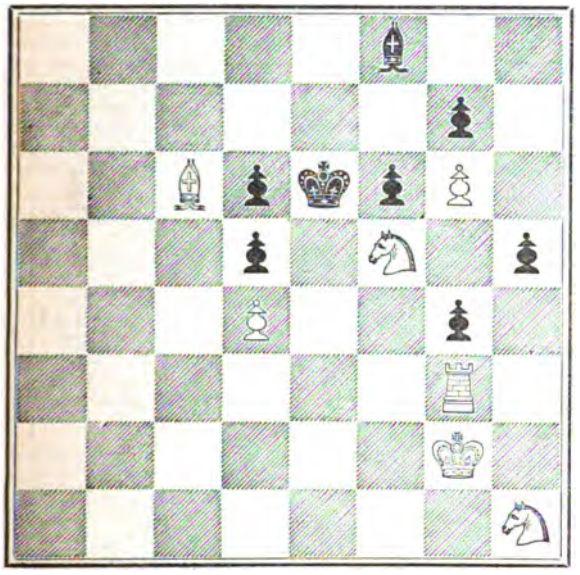

WHITE.

White to play and mate in three moves.

PROBLEM 882.—By BEN. S. WASH.

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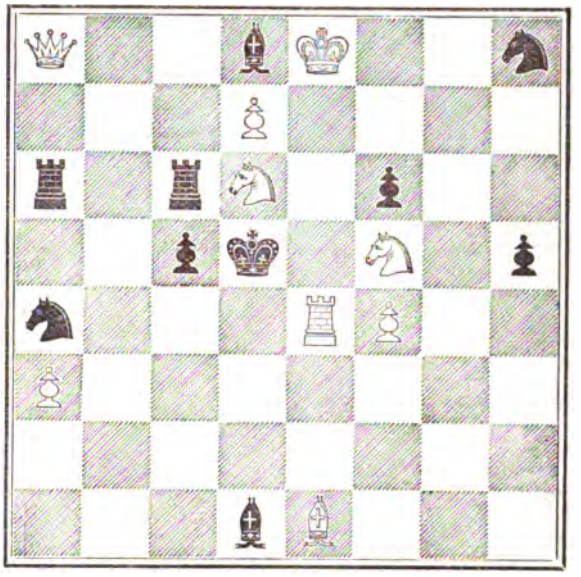

WHITE.

White to play and mate four in moves.

PROBLEM 883.—By T. M. BROWN

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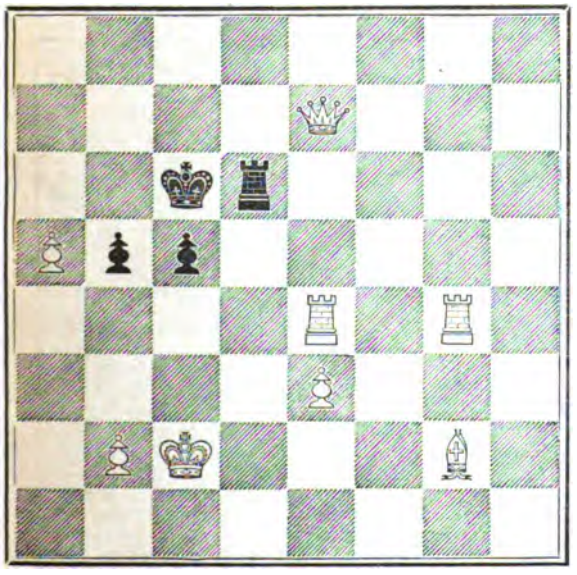
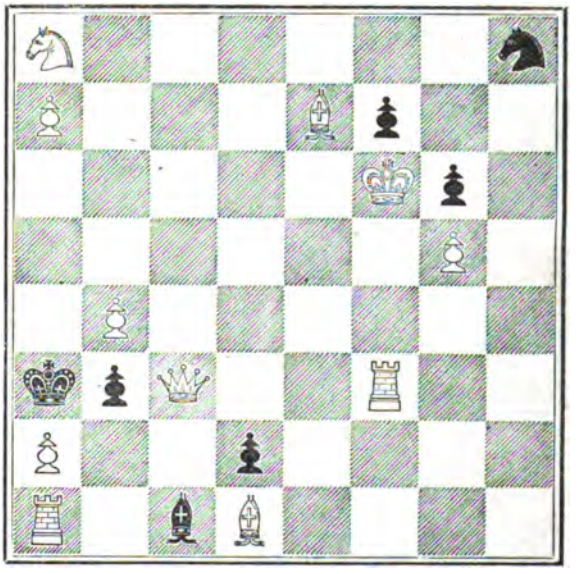


WHITE.

White to play and mates in six moves with Kt P. without a capture.

PROBLEM No. 884.—By G. J. SLATER.

BLACK.



WHITE.

White to play and self-mate in six moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 217.

Irregular Opening.

Played in the Cup Tourney at Cheltenham, 1876.

White. Mr. HODGES.	Black. Mr. THOROLD.
1 P to Q 4	1 P to K B 4
2 Q Kt to B 3 (a)	2 K Kt to B 3 (b)
3 B to Kt 5	3 P to K 3
4 P to K 4	4 P takes P
5 Kt takes P	5 B to K 2
6 Kt takes Kt ch	6 B takes Kt
7 B takes B	7 Q takes B
8 Kt to B 3 (c)	8 P to Q Kt 3
9 B to K 2	9 B to Kt 2
10 Q to Q 3 (d)	10 Castles
11 Castles (Q R)	11 Kt to R 3 (e)
12 Q to R 3	12 Kt to Kt sq
13 P to R 4	13 P to Q 3
14 K to Kt sq	14 Kt to Q 2
15 R to R 3	15 P to B 4 (f)
16 P takes P	16 P to Q 4
17 P to B 6 (g)	17 B takes P
18 Q to Q 6	18 P to K 4
19 Q takes Q	19 R takes Q
20 P to B 4	20 P to Q 5
21 R to K sq	21 R to K sq
22 P to Q Kt 4 (h)	22 P to Q R 4
23 B to Q 3 (i)	23 P takes P
24 Kt takes Q P	24 Kt to B 4 (k)
25 Kt takes B	25 R takes Kt
26 B to B 2	26 P to K 5
27 K R to K 3	27 K R to K 3
28 K to R sq	28 K to B 2
29 R to Q Kt sq	29 R to Q sq
30 R to K 2	30 Kt to Q 6
31 R to Q sq	31 Kt to B 5 (l)
32 R takes R	32 Kt takes R
33 P to B 5	33 P takes P (m)
34 B to Kt 3	34 K to K 2
35 R to Q 2	35 Kt to Q 5
36 B takes R	36 K takes B
37 K to Kt 2	37 K to Q 4
38 P to R 3	38 K to B 5
39 P takes P	39 K takes P
40 R to Q sq	40 Kt to Kt 4 (n)
41 R to Q 7	41 P to B 5
42 R takes P	42 P to B 6 ch
43 K to B sq	43 Kt to Q 5
44 R takes P	44 K to B 5
45 R to B 7 (ch)	45 K to Kt 6
46 P to R 5	46 Kt to B 4
47 P to Kt 4	47 P to K 6
48 P takes P	48 Resigns

(a) It is seldom advisable in close games to post the Q Kt at B 3 before advancing the Q B P.

(b) 2 P to K 3 was a better mode of proceeding. If then 3 P to K 4, 3 P takes P, 4 Kt takes P, 4 P to Q 4.

(c) White has now the better game.

(d) 11 Q to Q 2 seems more to the purpose.

(e) Loss of time. Black should play first P to Q R 4.

(f) Evidently a mistake.

(g) White could safely proceed with 17 P takes P.

(h) A hazardous advance.

(i) The first move of a manœuvre which ought to prove disadvantageous.

(k) Why not simply 24 B takes P, and if 25 R to Kt 3, then 25 R takes P?

(l) White threatened 32 R to K 3, and 33 P to B 3.

(m) A blunder. 33 K to K 2, 34 R to Q 2, 34 Kt to B 6, would probably lead to a draw.

(n) Making matters for the opponent more easy.

GAME 218.

Bishop's Gambit.

Played in the Divan Tourney, March 27th, 1876.

White. Major MARTIN.	Black. Mr. J. H. BLACKBURNE.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch
4 K to B sq	4 P to K B 4 (a)
5 K Kt to B 3	5 Q to R 4
6 P to K 5	6 P to K Kt 4
7 Kt to B 3	7 B to Kt 2
8 Q to K sq (b)	8 Kt to Q B 3
9 Kt to Q Kt 5 (c)	9 K to Q sq
10 Q Kt to Q 4	10 K Kt to K 2
11 Kt takes Kt ch	11 Kt takes Kt
12 B to K 2	12 P to Kt 5
13 Q to R 4 ch	13 Q takes Q
14 Kt takes Q	14 B takes P
15 Kt takes P	15 P to K R 4
16 P to B 3	16 P to Q 4
17 Kt to R 4	17 Kt to K 2
18 P to Q 4	18 B to Q 3
19 B to Q 3 (1st hour	19 R to B sq (1st hour
20 K to K 2	20 B to K 3
21 B to Q 2 (d)	21 K to Q 2
22 Q R to K B sq	22 R to B 3 (e)
23 P to K Kt 3	23 P to B 6 ch
24 K to Q sq	24 R to K Kt sq
25 B to K 3	25 Kt to B 4
26 Kt takes Kt	26 B takes Kt
27 B takes B ch	27 R takes B
28 B to B 2	28 R to K sq
29 R to K sq	29 K R to B sq
30 R takes R	30 R takes R
31 R to K sq	31 R takes R ch (f)
32 K takes R	32 K to K 3
33 K to Q 2	33 K to B 4
34 K to Q 3	34 P to R 5
35 K to K 3	35 P to R 4 (g)
36 K to Q 3	36 P to R 5 (h)
37 P to Kt 4 (i)	37 B takes K Kt P (2nd hour)
38 B takes B	38 P takes B
39 P takes P	39 P to B 7
40 K to K 2	40 K to K 5
41 K takes P	41 K to Q 6
42 P to R 3	42 P to Kt 4 (k)
43 Resigns.	

(a) It is better to advance the K B P first, and then to check with the Queen as the way adopted in the text allows White the advance of the K P. This variation is an old line of play, which, however, was altogether buried in the oblivion of antiquarian chess, until it had a revival in a game played about three years ago, between me (White) and Mr. Hoffer (Black) and published in the City of London Chess Magazine, February, 1874.

(b) Weak play. White could obtain a fine game by

8 Kt to Q 5	8 K to Q sq
[8 B takes P,	9 Q to K sq]
9 P to Q 4	9 Kt to Q B 3
10 P to K R 4	10 P to K R 3
11 K to Q B	11 Q to Kt 3
12 P takes P	12 P takes P
13 R takes R	13 B takes R
14 Q to R sq	

(c) An eccentric way of proceeding, which does not obtain anything for the sacrificed Pawn. White's best continuation, I think, was

9 Kt to Q 5	9 K to Q sq
10 P to K R 4	10 P to K R 3
11 P to Q 4	

(d) 21 Kt to Kt 6 would be met with 21 R to B 3.

(e) If 22 R to B 2, White rejoins with 23 Kt to Kt 6.

(f) The simplest and best way of proceeding. 31 R to K R sq would be met with 32 R to R sq, or Kt sq.

(g) The quickest and surest road to victory was

	35 P to B 4
36 P to Kt 3	

[36 B to K sq, 36 B takes P, 37 B takes B, 37 P takes B, 38 R P takes P, 38 P takes P ch, 39 P takes P, 39 P to B 7, 40 K takes P, 40 K to K 5. If 36 K to Q 3, 36 B takes P, etc.]

	36 P takes P ch
37 P takes P (best)	37 P to R 4
38 P to R 4	38 P to Kt 3
39 K to Q 3	39 B takes P

(h) Black could play at once 36 B takes P, *e.g.*:

	36 B takes P
37 B takes B (best)	37 P takes B
38 P takes P	38 P to R 5
39 P to R 3 (best)	39 P to B 7
40 K to K 2	40 K to K 5
41 K takes P	41 K to Q 6
42 K to K sq	42 K to B 7
43 K to K 2	43 K takes P
44 K to Q 3	44 K takes P
45 K to B 2	45 P to Kt 4

(i) If 37 K to K 3, Black wins by 37 P to B 4.

(k) Making safe matters still safer,

GAME 219.

Evan's Gambit.

Played in the Divan Tourney, 31st March, 1876.

White. J. H. ZUKERTORT.	Black. Major MARTIN.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to R 4
6 Castles	6 Kt to B 3
7 P to Q 4	7 Castles
8 Kt takes P	8 Kt takes K P
9 Kt takes B P	9 R takes Kt
10 B takes R ch	10 K takes B
11 P to Q 5	11 Kt to K 2 (a)
12 Q to R 4 (b)	12 B takes P
13 Kt takes B	13 Kt takes Kt
14 Q to B 4 (c)	14 Q Kt takes P (d)
15 B to Kt 2 (e)	15 P to Q Kt 4
16 Q to Kt 3 (f)	16 Kt to K 7 ch
17 K to R sq	17 Q to Kt 4 (g)
18 P to B 4	18 Q to B 4
19 Q R to K sq	19 Q to K 5
20 Q takes P (h)	20 Q Kt takes P (i)
21 Q R takes Kt	21 P to B 3
22 Q to Kt 3 ch	22 Q to Q 4
23 R takes Kt ch	Resigns.

(a) The only right rejoinder. If 11 Kt to K 4, White wins a piece by 12 Q to Q 4. If 11 Kt to Kt sq, then 12 Q to R 4, 12 B takes P, 13 Kt takes B, 13 Kt takes Kt, 14 Q to B 4, 14 Q to B 3 (best), [14 Kt takes Q P, 15 Q takes Kt, ch, 15 K to B sq, 16 B to Kt 5, 16 Q to K sq, 17 Q to B 5, ch, 17 P to Q 3, 18 Q takes B P], 15 B to Kt 2, 15 P to Q Kt 4, 16 Q takes Kt, (16 Q takes B P, 16 Kt to K 7 ch, 17 K to R sq, 17 Kt to R 3), 16 Q takes Q, 17 B takes Q, 17 B to Kt 2, 18 Q R to Q sq, and Black has but one Pawn for the exchange. If 11 Kt takes Q B P, White wins by 12 Q to R 5, ch, 12 K to Kt sq (best), 13 P takes Kt, 13 P to Q 4 (best), [13 Kt takes Kt, 14 Q takes B] 14 B to Q 2, 14 P to K Kt 3, 15 Q to B 3.

(b) The strongest line of pursuing the attack. 12 Q to R 5 ch is recommended in the *Schachzeitung*, but it results in nought.

(c) If 14 Q to Kt 3, then, of course, 14 Kt to K 7, ch, and 15 Kt takes B.

(d) If 14 K Kt takes Q P, then 15 B to Kt 5. The variations resulting from this line of play are too numerous to be dealt with here. They will be analysed in an article devoted to the variation, commonly called, "Richardson's attack."

(e) Showy: the right *coup* was 15 B to Q 2, and White must emerge then with the superior game.

(f) If 16 Q to Q 3, Black keeps his numerical superiority with a good position by 16 Kt to B 5, 17 Q to K B 3, 17 K Kt to K 7, ch, 18 K to R sq, 18 R to Kt sq.

(g) 17 B to Kt 2 would bring to a speedy end White's attack, and keep the superiority of forces, *e.g.*:

	17 B to Kt 2
18 Q takes P (or A)	18 K Kt to B 5
19 Q takes B	19 R to Kt sq
20 Q takes R P	20 R takes B

A.

18 Q to K B 3 ch	18 K Kt to B 5
19 B to B sq	

[19 P to Kt 3, 19 B to B 3, 20 K to Kt sq, 20 Q to Kt 4.]

	19 Q to Kt 4
20 P to Kt 3	20 B to B 3
21 K to Kt sq	21 Kt to B 6

(h) 20 R takes Kt, 20 Q takes R, 21 Q takes Kt ch, 21 K to B sq, and Black has evidently the superior game.

(i) A blunder, which loses the game at once. Black could force the exchange of Queens, remaining in the end game with a Pawn for the exchange by 20 P to Q R 3, 21 Q takes Kt, 21 Q takes Q, 22 R takes Q, 22 B to Kt 2.

GAME 220.

Queen's Gambit declined.

Played in the Cup Tourney, at Cheltenham, 1876.

White. Mr. HODGES.	Black. Mr. BURN.
1 P to Q 4	1 P to Q 4
2 P to Q B 4	2 P to K 3
3 P to K 3	3 Kt to K B 3
4 Kt to K B 3	4 B to Q 3 (a)
5 P to B 5 (b)	5 B to K 2
6 B to Q 3	6 P to B 3 (c)
7 Castles	7 Q Kt to Q 2
8 P to Q Kt 4	8 Q to B 2
9 B to Kt 2	9 Castles
10 Q Kt to Q 2	10 Kt to K sq
11 Kt to K 5	11 P to B 4 (d)
12 P to B 4	12 K Kt to B 3
13 R to B 3 (e)	13 Kt to K 5
14 Kt to B sq	14 Q Kt to B 3
15 R to R 3	15 B to Q 2
16 Kt to Kt 3	16 B to K sq
17 Kt takes Kt (f)	17 Q P takes Kt
18 B to B 4	18 Kt to Q 4
19 P to K Kt 4	19 P to Q R 4
20 P to R 3	20 R P takes P
21 R P takes P	21 R takes R
22 B takes R	22 Q to B sq
23 P to K Kt 5	23 Kt tks Kt P (g)
24 Q to K sq	24 Kt to Q 4
25 Q to R 4	25 B to Kt 3
26 Kt takes B	26 P takes Kt
27 Q to R 7 ch	27 K to B 2
28 R to R 6	28 K to K sq
29 Q takes P ch (h)	29 K to Q sq
30 R to R 3 (i)	30 Q to R sq
31 B to Kt 2	31 Q to R 5
32 B to K B sq	32 Q to Kt 6
33 B to Q B sq	33 Q to B 6
34 Q takes Kt P	34 Q takes B
35 Q to K 5	35 K to Q 2
36 K to B 2	36 R to Q R sq
37 R to Kt 3	37 R to R 7 ch
38 B to K 2	38 Q to Q 7
39 Resigns	

(a) 4 P to B 4 is the usual and better move.

(b) A premature advance.

(c) P to Q Kt 3 was much stronger. Black would threaten the adverse centre, and at the same time procure for his Q B a favourable outlet.

(d) Black could obtain here the superior game by 11 Kt takes Kt, 12 P takes Kt, 12 P to Q Kt 3.

(e) White should develope all his forces before he attempts any attack against the adverse King's quarters.

(f) This injudicious exchange does not further White's game, whilst it frees the position of the opponent,

(g) The Pawn can now be taken with safety, as White's attack must prove futile.

(h) 29 R takes P seems more promising, but it would equally lose, as following continuation shows:—

29 R takes P	29 Q to R sq
30 B to Kt 2	30 Q to R 4
31 B takes Kt	31 Q to K 8 ch
32 K to Kt 2	32 Q to K 7 ch
33 K to Kt sq	33 Q takes P ch
34 K to Kt 2	34 Q to K 7 ch
35 K to Kt sq	35 P to K 6
36 Q to R 4	36 Q to Q 8 ch
37 K to Kt 2	37 P to K 7
38 B to Q B 3	38 Q to K B 8 ch
39 K to Kt 3	39 P to K 8 queens ch etc.

(i) There is nothing to be done. If 20 Q takes Kt P, Black quietly proceeds with Q to R square.

GAME 221.

Bishop's Gambit.

Played in the Divan Tourney, 1st April, 1876.

White. Major MARTIN.	Black. J. H. ZUKERTORT.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch
4 K to B sq	4 Kt to Q B 3 (a)
5 P to Q 4 (b)	5 P to K Kt 4
6 Kt to Q B 3 (c)	6 B to Kt 2
7 Kt to B 3	7 Q to R 4
8 P to K 5 (d)	8 K Kt to K 2
9 Kt to Q 5 (e)	9 Kt takes Kt
10 B takes Kt	10 Kt to K 2
11 B to K 4	11 P to Q 4
12 B to Q 3 (f)	12 Kt to B 4 (g)
13 B takes Kt	13 B takes B
14 B to Q 2	14 Castles (Q R)
15 P to Q Kt 4 (h)	15 P to K B 3
16 B to B 3 (i)	16 P to K Kt 5
17 Kt to K sq (k)	17 P takes P
18 B to Q 2	18 P to B 6
19 B to K 3 (l)	19 B to K 5
20 Q to Q 2	20 P takes Q P
21 B takes P (m)	21 P takes P ch
22 Kt takes P	22 K R to B sq ch
23 K to Kt sq	23 B takes B ch
24 Q takes B	24 Q to R 6
25 Q to Q 2 (n)	25 B takes Kt
26 Resigns.	

(a) This defence was recommended by Mr. Boden in 1851. The variations given on it in the *Handbuch* are not satisfactorily analysed.

(b) If 5 Kt to Q B 3, then 5 B to B 4, 6 Q to K sq (6 Q to K 2, 6 Kt to Q 5, 6 Kt to R 3, 6 P to Q 4), 6 Q takes Q, ch, 7 K takes Q, 7 Kt to Q 5, 8 B to Kt 3, [8 K to Q sq, 8 P to Q 3, 9 P to Q 3, 9 B to K Kt 5, ch,] 8 P to Q 3, 9

P to Q 3, 9 B to K 3, 10 Kt to Q 5, 10 Castles, 11 Kt to K B 3 (11 B takes P, 11 P to Q B 3), 11 Kt takes B, 12 R P takes Kt, 12 B takes Kt, 13 P takes B, 13 Kt to B 3, 14 P to Q 4, 14 B to Kt 3, 15 P to B 4, [15 Kt to Kt 5, 15 P to K R 3, 16 Kt takes P, 16 Q R to K sq, ch, and 17 K R to B sq,] 15 K R to K sq, ch, 16 K to B 2, 16 R to K 5. The above variation is taken from a game played by me (Black) six months ago at the Witte Society in the Hague.

(c) 6 Kt to K B 3 followed by 7 P to Q 5 would avail White nought, *e.g.*:

6 Kt to K B 3	6 Q to R 4
7 P to Q 5	7 Q Kt to K 2
8 P to Q 6	

If 8 Q to Q 4, then 8 Kt to Kt 3.

	8 P takes P
9 Q takes P	9 Kt to Q B 3
10 Q to Q 5	10 P to K R 3
11 Kt to K 5	11 Kt to K B 3
12 Q takes B P ch	12 Q takes Q
13 B takes Q ch	13 K to K 2
14 Kt takes Kt ch	14 Q P takes Kt
15 B to Kt 3	15 Kt takes P

The above occurred in one of the games which I played simultaneously in November last, at Bristol.

(d) White's strongest move is 8 Kt to Q 5, and after 8 K to Q sq, 9 P to K 5. Black can, however, then maintain the Gambit-Pawn with a safe position, *e.g.*:

8 Kt to Q 5	8 K to Q sq
9 P to K 5	9 P to Q 3
[9 P to B 3, 9 K Kt to K 2]	
10 P to K R 4	10 P to K R 3
11 K to Kt sq	11 Q to Kt 3
12 B to Q 3	12 B to B 4

(e) Very weak: White could not get any equivalent for the sacrificed Pawn, but he might keep up the attack for some time by—

9 Kt to K 4	9 P to K R 3
10 Q to K sq	

Threatening 11 Kt to B 6 ch, and if 10 Kt to B 4, then 11 P to Q 5.

	10 K to Q sq
11 P to B 3	11 R to K sq
12 P to K R 4	12 Kt to B 4

(f) 12 P takes P, *en passant*, would not equalize matters, but it was certainly much better than the move in the text.

(g) The right *coup*: it forces the following exchange, and leaves Black with a Pawn ahead, two Bishops and a splendid position.

(h) To no purpose; but is there anything for White to do?

(i) If 16 P takes P, 16 K B takes P. If then Kt to K 5, Black can proceed simply with 17 Q takes Q ch, 18 R takes Q, 18 B takes P, 19 R to B sq, 19 B to Kt 3.

(k) If 17 P takes P, then 17 P takes Kt, 18 P takes B, 18 P takes P ch, 19 K takes P, 19 Q to Kt 4 ch, 20 K to B 2 20 Q to R 5 ch, 21 K to Kt sq, 21 K R to Kt sq, forcing the game in a few moves.

(l) If 19 P takes P, 19 P takes P, 20 Q takes P [20 Kt takes P, 20 B to Kt 5, winning a piece], 20 B to Kt 5, 21 Q to Kt 3, 21 Q R to B sq ch, 22 K to Kt 2, 22 K R to Kt sq. If 19 P to Kt 3, then 19 P to B 7, 20 K takes P (best), 20 B to K 5, 21 Kt to Kt 2, 21 Q to R 6.

(m) If 21 B to B 2, Black wins by 21 P takes P ch, 22 Kt takes P, 22 Q to R 6, 23 B to Kt 3, 23 K R to B sq ch. 24 K to Kt sq, 24 B to R 3. If 21 B to B 4, then 21 P takes P ch, 22 Kt takes P, 22 Q R to B sq, 23 K to Kt sq, 23 Q to R 6, 24 B to Kt 5, 24 R to B 4.

(n) If 25 Kt to K 3, Black forces the game with 25 R to B 6.

GAME 222.

Scotch Game.

Played in the Divan Tourney on the 4th of April 1876.

White. Mr. BLACKBURNE.	Black. Major MARTIN.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to B 4
5 Kt to Kt 3 (a)	5 P to Q 3 (b)
6 B to Q Kt 5 (c)	6 B to Q 2
7 Kt takes B	7 P takes Kt
8 B to K 3	8 Kt to K 4 (d)
9 Q to Q 5	9 B takes B
10 Q takes Kt ch	10 Q to K 2
11 Q takes B P (e)	11 Q takes Q
12 B takes Q	12 Castles
13 P to Q R 4	13 B to B 3
14 P to K B 3	14 P to Q Kt 3
15 B to K 3	15 P to K R 4
16 Kt to B 3	16 Kt to K 2
17 K to B 2	17 P to B 3 (f)
18 K R to Q sq (g(	18 R takes R
19 R takes R	19 R to Q sq
20 R to Q 3	20 B to K sq
21 P to B 4	21 B to B 2
22 R takes R ch	22 K takes R
1st hour	1st hour
23 P to R 5	23 K to Q 2
24 P takes P	24 R P takes P
25 K to K 2	25 B to B 5 ch
26 K to Q 2	26 B to R 3 (h)
27 Kt to Q sq	27 Kt to B 3 (i)
28 B to B 2	28 K to K 2
29 Kt to K 3	29 B to B sq
30 Kt to Q 5 ch	30 K to Q 2 (k)
31 P to B 5	31 Kt to K 4
32 Kt to B 4 (l)	32 B to Kt 2
33 Kt takes P	33 B takes P
34 Kt takes Kt P	34 B takes Kt P
35 P to R 4	35 B to Q 4
36 P to R 5	36 Kt to B 6 ch
37 K to K 3	37 Kt to Kt 4
38 P to R 6	38 B to Kt sq (m)
39 B to R 4	39 Kt to R 2
40 Kt to R 5	40 K to K 2
41 K to Q 4	41 P to B 3 (n)
42 Kt takes P	42 Kt takes Kt
43 K to K 5	Resigns (o).

(a) An invention of Mr. Blackburne, which is not yet tested enough in practical play to be established as a favourable continuation, or finally dismissed. Judging simply from the position, I do not think that White can derive any benefit from this move.

(b) 5 B to Kt 3 is, of course, the only recommendable reply.

(c) White could obtain a superiority of position by—

6 Kt takes B	6 P takes Kt
7 Q takes Q ch	7 Kt takes Q
8 B to K 3	8 Kt to K B 3
9 Kt to B 3	9 Kt to K 3
10 B to Q B 4	10 P to Q Kt 3
11 Castles Q R	11 Castles
12 P to K R 3	

(d) This move leads to the loss of a Pawn, without any recompense in position. Black's best move was, I think, 8 Kt to B 3, and if 9 Kt to B 3, then P to Q R 3. A tempting, but inferior continuation was—

	8 Q to K 2
9 Kt to B 3	9 Kt to B 3
10 Kt to Q 5.	

If 10 B to K Kt 5 or 10 P to B 3, then 10 Castles Q R, with a good game.

	10 Kt tks Kt or (A)
11 Q takes Kt	

[11 P takes Kt, 11 Kt to K 4]

and Black has no means to defend the Pawn.

(A)

	10 Q to Q 3
11 B to K B 4	11 Kt to K 4
12 B takes Kt	12 Q takes B
13 Kt takes Kt ch, winning a piece.	

(e) 11 Q takes Kt P was a much stronger move, *e.g.*:—

11 Q takes Kt P	11 Q to B 3
12 Q takes Q	12 Kt takes Q
13 Kt to B 3	13 B to B 3
14 P to B 3	

And White has on the King's side four united Pawns against the two isolated of Black.

(f) If 17 P to B 4, White gets rid of the Bishops of different colours by 18 B to Kt 5.

(g) This move must lead ultimately to the exchange of both Rooks certainly not a favourable result for White. I would prefer here 18 P to R 5.

(h) 26 B to B 8, 27 P to K Kt 3, 27 Kt to Kt 3 was much better play.

(i) To no purpose; Kt to Kt 3 was again better.

(k) Why not 30 K to Q 3? If then, 31 B to Kt 3, Black rejoins with 31 P to B 4; if 31 P to B 5, with 31 B takes P, 32 Kt takes K B P, 32 B to Kt 3.

(l) 32 B to Kt 3 was the right play. Should it be met with 32 B to Kt 2, then 33 B takes Kt.

(m) 38 B to B 2 would effectually imprison the adverse Knight, and ultimately, I think, lead to a draw.

(n) There is nothing to be done. If 41 K to B 2, White wins by 42 K to Q 5.

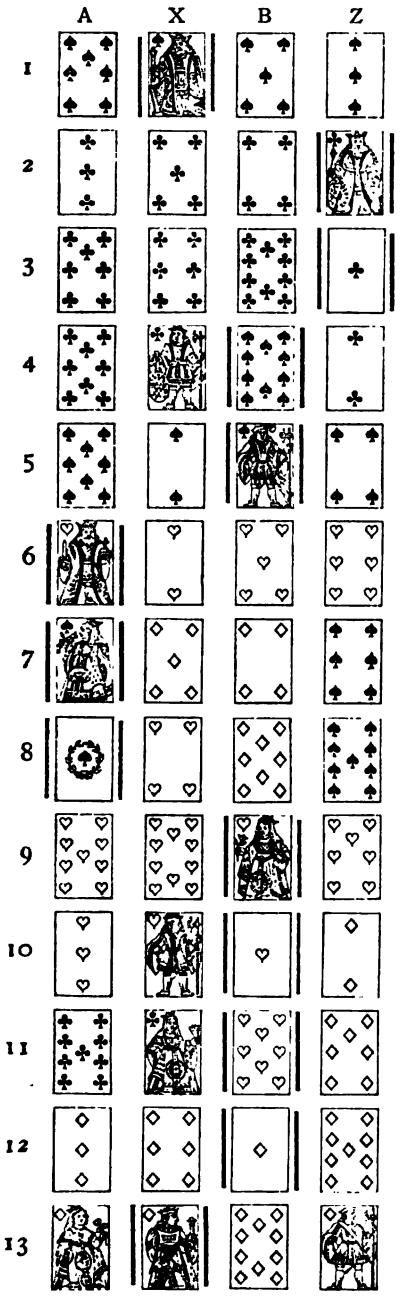
(o) White forces the victory after 43 B to R 2 (there is nothing better), by—

44 B takes Kt ch	44 K to B 2
45 B to Q 8	45 P to Kt 4
46 P to Kt 4	46 B to Kt sq
47 P to B 3	47 B to R 2
48 B to Kt 5	48 B to Kt sq
49 K to Q 3	49 B to R 2
50 K takes P	

WHIST.

HAND No. 152.

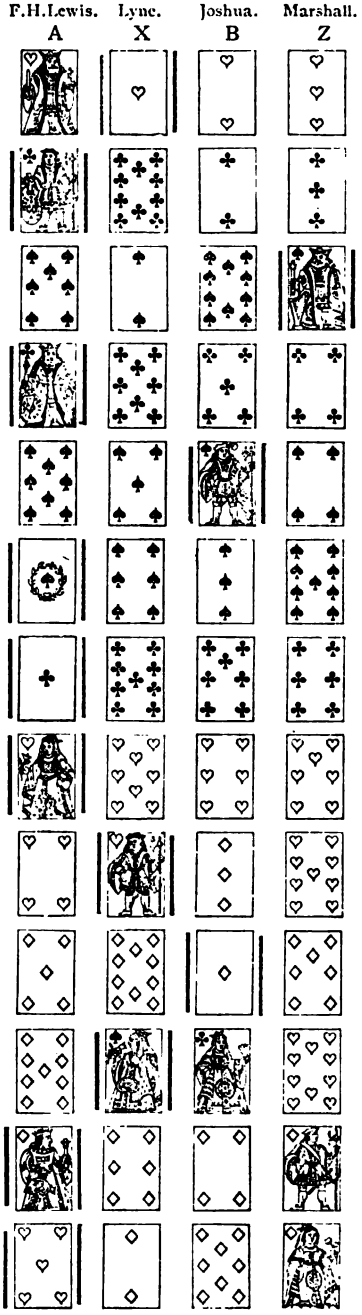
See Hand 149, and Pembridge's letter thereon.



HAND No. 153.

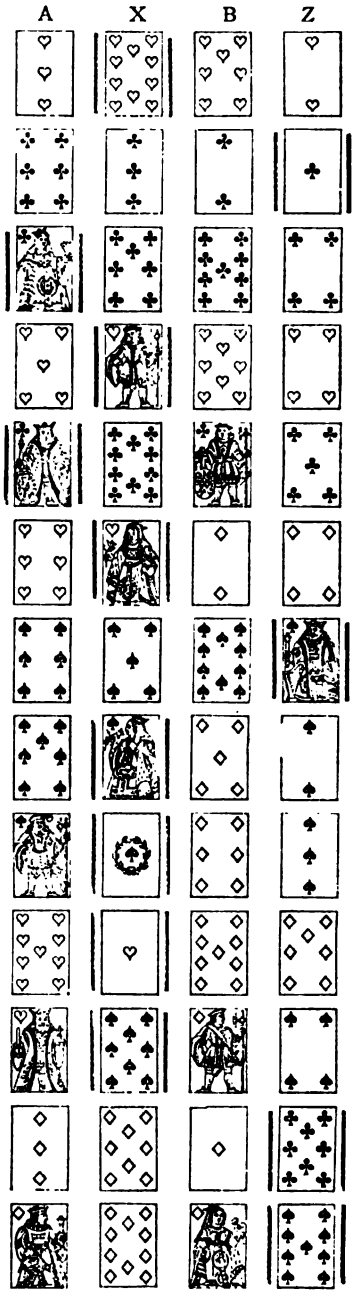
Played at the Junior Portland Club.
Score love all. Z turns up S 4.

F.H.Lewis. Lyne. Joshua. Marshall.



HAND No. 154.

Played on the 2nd December, in the University Club.
Score—A and B 3. X and Z love.
Z turns up Club 4.



HAND No. 152.

NOTE.—X's discard at trick 8 is awkward, but he cannot save the game.

HAND No. 153.

NOTES.—2. With such a weak hand, we should have preferred a trump lead. 4. With the honours in the suit declared against him, we think the return of Clubs bad—the lead of H. was even better. 5. There was nothing to fear from the underplay, if B held the Kn. 10. Well played by X. The 10 could not have been a lead from 10, Kn, K; and the C Qn at once forces out the long trump. 11. Whichever way Z discards, the two last tricks are with A.

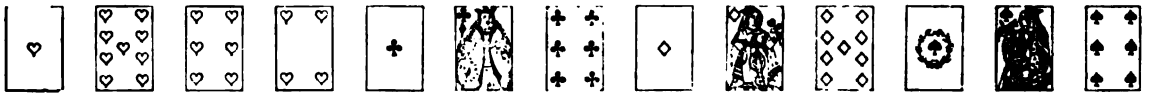
HAND No. 154.

NOTES, by "NO CARDS."—2. X plays to the score. The card usually led on this position is the 10. 4 and 6. Ought not the Heart suit to be abandoned? 7. X knows from the fall of the cards that the remaining trump (the 8) must be in his partner's hand, as A would certainly not take trick 5, if not forced, but leave the lead to his partner. X therefore, proceeds on the only chance which can win the game, that his partner holds the King in Spades. 10. X plays the Ace of Hearts, before repeating Spades, of which his partner must have the two last. X avoids the danger to lose the lead, in case his partner should take the S 8.

No. 127.—DOUBLE DUMMY PROBLEM.

FROM ACTUAL PLAY.—By Mr. F. H. LEWIS.

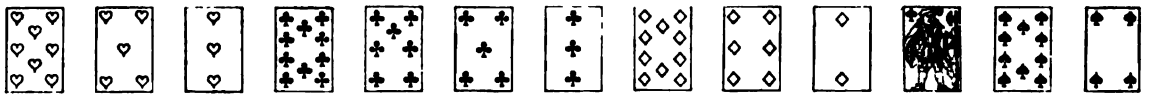
A's HAND.



X's HAND.

B's HAND.

Z's HAND.



A to lead. Hearts trump. How many tricks can A and B make?

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 126.

1. A leads Spades; won by B.
2. B leads Spades; Z puts Spades 3; won by X.
3. X leads Clubs 6; won by B.
4. B leads Spades (best); Z passes; A discards Hearts; won by X.
5. X leads Clubs Kn; won by B.
6. B leads Spades; A discards Hearts; won by Z.
7. Z leads Hearts K; A passes; won by Z.
8. Z leads Hearts 10 (A must trump); won by A.
9. 10. 11. 12. 13—And X and Z must make 3 more tricks and thus secure the odd trick.

But the really interesting variations arise where X, at the third trick, plays, as seems upon the first blush, most judicious, a Heart. As no one has solved the problem, and as, with the exception of one or two out of forty solutions, the Heart has always been played, giving the trick to A and B, we wish to point out to our correspondents where their mistake is. It is quite true that if Heart is played, A and B make the trick; but only in the following way, which no one has pointed out;—

3. X leads Hearts Ace; won by X.
4. X leads Hearts 2; won by Z.
5. Z leads Spades 7; won by X.
6. X leads Diamonds; won by A.
7. A leads Clubs; won by B.
8. B leads Clubs; won by B.
9. B leads Spades (Z puts Q; A passes); won by Z.
10. Z leads Diamonds K (B discards Hearts Kn); won by Z.
11. 12. 13—And whatever Z plays, A and B make the other 3 tricks, thus giving, with trick one, the odd trick to A and B.

If at trick 6, as was suggested by one of our correspondents, A passes the Diamond, X and Z make the odd trick by playing trumps.

If at trick 3 X leads three rounds of Hearts, A trumps the third, leads trumps, and having played the tierce Major, must make in addition a Diamond and a Spade if Z discards Diamonds 9 to the third round of Hearts; and if to the third round of Hearts Z discards a Spade, then after three rounds of trumps, A must make two Diamonds, thus again securing the odd trick for A and B. It is rarely, indeed, that without a pip altered, so beautiful a combination occurs in actual play.

WHIST JOTTINGS.

In the course of the last month we played Whist at the Whitehall Club. Three members of the Club took part in the rubber. In the third hand, it was our deal; the pack had therefore been played with once. We dealt ourselves Ace, King, Queen, Knave, 10, 8, and another trump. In due course it again became our deal, and we gave ourselves the same trumps. The third time we dealt we had Ace, King, Queen, Knave, 10, and another trump, but in a different suit. The fourth time the Quint Major and one trump; the fifth time the Quint Major; on the 6th, Quint Major, 8, and another trump; On the 7th deal our partner dealt for us. In our hand we found Ace and 8 of trumps, and in our partner's, King, Queen, Knave, 10, and 9. Probably such a combination never occurred before and may never occur again. The odds against it seem so great that we commend the example to Mr. Procter, assuring that gentleman that he can have the names of the other players for his own satisfaction. Now, this is pure luck; no skill could avail against such hands as these. This week we saw a player lose 17 consecutive bets on 17 even events, and we think it is because of occasional runs of luck such as these that many players look on Whist as a game of luck, and ignore the subject skill. The same luck exhibits itself in the more scientific game Double Dummy, only here the skill can be demonstrated to any one's satisfaction. A player may fancy that he is as good a Whist player as any one else; the fact that he loses a trick here and a trick there makes no impression, because he thinks that others make as many or more blunders, or he does not believe that he loses a trick at all. The actual and respective skill of any given players cannot, therefore, be ever demonstrated to the satisfaction of either. But take a Double Dummy player, and tell him to make the most out of a given hand, and then let his supposed equal try the same hand against the same opponent; if it turns out that the one player habitually does better with the same hand, he might acknowledge his inferiority. This could be tested by natural hands, and could be further demonstrated with the assistance of problems set by a good composer. But players say, although I play Double Dummy, I am not a problem solver. Every Double Dummy hand is a problem of more or less difficulty. It is not Whist, it is true, but the ending of a Whist hand is usually a problem. It has never been tried, to our knowledge, to have a real match, in which a sufficient number of hands have been arranged and reversed, so that each pair of players play with the same hands and at the same score. The trouble would be great, but the lesson to be taught would be of value to the card world. Success at Whist depends on luck in one sense of the term, but it very often depends on attention to the small cards. We do not refer to the Peter, for every child of 9 years old and upwards sees that, nor do we refer to the lead of a higher and then a lower card. Most players attend to their partner's lead, even if they fail to follow their adversaries. We should not consider anyone a player of the third rank who did not notice every one's lead and, say, the second card from each player's hand in each suit. A player who has gone as far as this, and who is able to draw the proper inferences from the play, is on the road to be a steady player. The young players are usually taught to remember the trumps and court cards. The education would be sounder if they would begin by remembering the small cards. There are many who think Whist a game at which they can constantly exhibit brilliant play. There are some who are always going in for a great game with inadequate means, or to make a brilliant sacrifice without any regard to the consequences. Because some men have succeeded in winning games at Chess by the sacrifice of their Queen, therefore it is to be held a principle to sacrifice your Queen. So if the brilliant Whist player has the King of trumps alone, he leads the King, forgetting that if he is quiet, it is more than an even chance that the King wins, whereas, if he leads, it is two to one that his adversary has the Ace, and towards saving a game a trick counts something, The brilliant player never valnes a single trick. It may be necessary to sacrifice the King on the known position of the cards, or because, if your partner has not A or Q, the game is gone, or because you have such a hand that if your partner can get out trumps you must succeed; but Whist is not a game of fireworks. We do not always want blue lights and rockets. We can fight steadily on the old lines, and wait until the time has arrived for the display of that genius which seems so often to bring us to despair. Some, no doubt, allow that judgment is necessary in the conduct of the hand, and some that inferences can be drawn from the play of the cards, but there are many instances where the players seem to read their partner's play imperfectly. Take a case that constantly occurs, and which is not referred to in any of the books. We open our long suit and the fall of the card shows that we have the best. We get a discard and throw away one of our long suit presumedly established. How do players explain this discard? There must be some reason for it. We cannot throw away from our strong suit without an object. To us it seems we have said, "Partner, you know I have the best of my suit: I have not sufficient strength in Trumps to bring in my suit—I am playing a protective game and nothing more." Yet whilst this seems a reasonable construction, we seldom see it acted upon. We have heard it said over and over again, "I knew your suit was established, so I thought it best to lead from my weak suit in Trumps, and go for game." We venture to think that the usual result of this will be the loss of a game that might have been saved by the use of less drastic remedies.

HAND No. 149.

To the Editor of the WESTMINSTER PAPER.

I have looked at this hand with some interest, as fairly illustrating the peculiar characteristics of the Whist of this present time: it commences by leading the top card of a weak suit of four, it is very well played and terminates by winning the game amid the applause of a surrounding gallery, who admire the profound thought and fiendish cunning, which are described in the note as "very pretty," and so they are, but totally unnecessary. It appears to me about as simple a hand as one could easily hold, a hand that would nearly play itself, if it was only left alone. Now let us look at it *ab ovo*.

A leads originally the nine of Clubs. I have not the pleasure of his acquaintance, the locality is not given, and, as I see "J. C." is one of the party, it may not be in this world, but, wherever it is, the play is probably much the same as it is in this life. If so, the players range themselves into the two usual classes (1) the "average player"—*duffer vulgaris*, and (2) men acquainted with the ordinary leads and in the habit of acting upon that knowledge. Assuming, then, B to have his head properly screwed on, how does this lead affect him, holding the 10 himself? Unless he looks upon A as a miscreant who follows the new light in card games reviewed in the last number of the PAPERS, and leads middle cards, (in which case, thinking is an absurdity, if not worse, and he must defend himself in the best way he can), he must draw an inference of some kind, and that inference must be: "My —— partner" (that blank can be filled up either by "blooming" or any other suitable adjective, or can be left out altogether, according to B.'s idiosyncrasy) "has led the best card of a short suit, he has nothing in the other two that he dare lead, with four small trumps," and comparing this inference with his own hand will come to the conclusion—utterly erroneous, but, I contend, natural—that it will be a near squeak to save the game. Now, is this the best frame of mind in which to be looking for a treble the other way? He is much more likely to be looking out anxiously for the fifth trick. What objection can there be *with a blank score* to A's leading the 7 of trumps, and by doing so at once, saying to his friend B, "I've got a few trumps and an honour or so for you, old fellow, if you feel at all equal to going out for the game"? This cuts two ways, it encourages B, while the opponents, if not hurt, are probably frightened; one, if not both (this remark is general and not personal in its application) will gnash their respective teeth, will complain bitterly that A has led trumps again for the forty-fifth time running—the outside number being probably twice—and taking this as a deliberate insult, will at once proceed to make at least two gross mistakes in consequence. Whist is not a very easy game at any time, then why make it difficult if it can be avoided? I live in a remote suburb, far from the great centres of Whist intelligence, and therefore make my suggestions with all humility, but what objections are there to playing the hand in the way I give elsewhere (see hand 152), I admit there is nothing skilful about it, no fireworks, no cunning, but it is easy, and it comes to the same result: cunning is a very desirable quality in its proper place, the fox I have heard is remarkable for it, but I have never heard that when he is in a difficulty he expects assistance from his partner. By a merciful dispensation of Providence, the most cunning animals do not run in couples, otherwise they might be too many for the rest of us. The man who, in addition to keeping his eye on the score, knowing the ordinary rules, seeing each card as it is played, and at once drawing the obvious inference, has the power (I don't include a sharp eye to the left among these accomplishments) of finessing deeply without provocation, of putting the lead just where he likes, and when he likes, and placing all the unknown cards would be an uncommonly dangerous antagonist, if it was not for a nasty propensity this præternatural skill has for recoiling on its author and his partner. The sermon is now finished, and it ought to have an application, but this is rather a difficult matter when all the congregation, rightly or wrongly, thinks it knows better than the preacher, and when most in the wrong is in the habit of knocking him on the head with a mysterious entity, consisting of two or three rusty aphorisms ludicrously misapplied, called "THE GAME." As I am already bruised all over by this treatment, I will merely observe, my dear cunning man, fireworks are not Whist, it is very easy to be much too cunning, you often deceive your partner, and not uncommonly yourself. My dear average player, improbable as it may seem to you, if you have Ace, Queen, &c., it is quite an even chance on which side the King is; as in the present case, your partner may have it, and if you think this too unlikely ever to occur again, even if the King should not appear the first round, you can finesse the Queen, and what a consolation that would be to you! The pleasure of that finesse would, I should think, quite atone for finding the King over you, and having your Ace ruffed. If your partner has made the Knave and you make this finesse against yourself, the pleasure of the *coup* will be still greater. N.B. Although it appears odd at first sight, it is strictly true that, if the King was originally on your left, it will eventually be found there, whether you lead a small one or wait till the next rubber to finesse.

PEMBRIDGE.

ADDITIONAL NOTES TO THE HAND NO. 149.

Published in the last (December) Number of THE WESTMINSTER PAPERS.

Trick 1.—It is noteworthy that A—whose skill, as exhibited in this hand, appears to entitle him to be ranked among players of a high order—did not lead a trump, though it was by far his best suit. Trick 3.—From the respective leads and fall of the cards in this and the first trick, the Clubs Qn and Kv are declared in

X's hand and the deuce in Z's. Trick 4.—Z, with his ragged hand, should have continued the only suit in which he had anything like strength; players seem frequently unaware, or forget, that though beaten in their *only* suit, it is nevertheless a stronger game to persevere with it than to open a fresh and weak one, and that in the latter case such haphazard play may be attended with far more disastrous consequences than in the former. Had Z here led his lowest remaining Diamond, the game *might* have been saved; as it was he threw away all chance of doing so. Now although individual results are no tests of the soundness or unsoundness of any general rule that may be laid down (for which reason it was not worth noticing what would have been the result if a trump had been led at trick 1), still they should be pointed out where they are unfortunate in consequence *only* of wrong play, and whether at the time they can be foreseen or not, blame must attach to the party thus playing badly. Trick 6.—As the Club 2 must be behind B (see remarks to trick 3), he should have ruffed with his lowest trump. Had he done so, he would have made another trick, and his partner would have been spared the difficult position in which he was afterwards placed. Trick 9.—A now knows the Heart Ace to be with B, and further can count all the hands very closely, thus he knows X has the Club Kv (see remarks to trick 3), that Z, of course, has the winning trump (see the previous trick), and as he led the Heart 7 at trick 4 and drops the 6 to this one, he has no more of that suit, and that therefore Z's three other cards must be Diamonds. In addition to the Club Kv, X must have the Heart Kv (see trick 4) and likewise the 4 of that suit, as B here drops the 5. Now by placing the only remaining Heart, viz., the 8, in his partner's hand, A makes sure of making the game by playing as he subsequently did. Trick 11.—This is really what is at present known as the "Vienna coup." If the late Mr. Clay admired it in the Double Dummy Problem set out in his Treatise (see pages 93, 94), how much more is it deserving of our admiration at Whist? True, the particular example in the former case involved a greater choice of discards by the adversary, and, consequently, a greater variation of play on the part of A and his partner to bring off the coup with success; but then there was no carrying in the head, and the variation of the coup seems rather prettier in this instance, as the card led out to obtain an ultimate fatal discard in the Double Dummy hand just alluded to, was the *long* trump, whilst here it was the *losing* one. J. E.

DRAMATIC NOTES.

Christmas is the beginning of the second stage of the theatrical season that commmenced in September, and is a pleasant time in the eyes of managers, for those who have not been successful look to Christmas to get back for them some of their lost money, and those who have succeeded, hope to be more successful still. Accordingly, the old and rather threadbare garment of festivity is put on—although by many theatres it has been abandoned—and specialities are prepared to suit the eager appetites not sated with turkey and plum pudding. Drury Lane and Covent Garden provide pantomimes, as usual; the tumbling at the Folly is not found so out of place and so degrading to art in December as in November; and the Olympic gives a pantomime in the disguise of a melodrama, with the Frayne Family, their rifles, their nigger, their dog, and their property bear. As for pantomime proper, that is modern pantomime, the popularity it undoubtedly enjoys amongst the respectable classes of the country, and their sons and daughters, is a sad satire on the opinions held by a certain section of the public as to theatres. The glamour of Christmas, which enables those who get drunk to be punished by magistrates merely with a caution instead of a fine, which is made an excuse by directors for railway slaughters, which in a word is productive of more mischief than good feeling, has also the effect of inducing people who in general regard theatres with a distrustful eye, to imagine that a pantomime is an amusing and wholesome spectacle. And what is pantomime but an inferior combination of the entertainments given at music halls and the Alhambra. The music hall songs are probably better sung by their originators, and there is not a theatre in London which can approach the Alhambra in gorgeousness, variety, and scantiness of costumes. And yet our serious friends, who would shudder to be seen at the Alhambra or a music hall, who would hesitate as to the Lyceum with Shakspeare, as to the Court or Prince of Wales's with comedies, with a cruel inconsistency rush in crowds to the box office of Drury Lane or Covent Garden to book seats for pantomime. But it may be urged, there are the Vokes family at Drury Lane, who are very clever and amusing, and who—the ladies at least—wear Eastern trousers to cover their lower limbs. The answer is, that the Vokes Family are clever, and never transgress the laws of good taste, but are wanting in variety, and are, this year, as dull as the pantomime they appear in, and as to the feats of Mr. Frederick Vokes, they are now outdone twenty times over by one of the Girards at the Alhambra, whose performance is truly marvellous. Mr. Chatterton, who is an astute manager, has recognised the laws of change by instituting a pantomime at the Adelphi performed by children, in the afternoon, thus avoiding late hours for the youngsters on each side of the curtain, and relieving paterfamilias from the necessity of escort duty. If Christmas custom is inexorable as to pantomime, it would be a good thing if this new plan were generally adopted.

If we were to imagine a man who, dating his interest in theatrical matters from the 1st December last, eagerly read from that day to Christmas everything that the newspapers contained on the subject, it would be easy to conceive that he would come to the conclusion that the stage and its surroundings were in a bad way. We say up to Christmas, for as we have already tried to point out, it is customary at that festive season to praise everything, and the critic that damned a play in November will review it over again on the day after Boxing-day in a highly eulogistic notice. But at the beginning of the month our casual reader would become acquainted

with the story of Mdme. Chaumont's performances, and the quarrel between rival producers of *Toto chez Tata*, and the rumoured fashion in which the scruples of the licenser were overcome. Then came the action brought by Mr. Coe against the managers of the Haymarket Theatre, and the virtuously indignant leading articles thereon. That the system of underhand commissions is abominable it is hardly necessary for us to repeat, but, in the words of a popular song, we believe "they all do it," and there is hardly a profession or trade in the kingdom, from the law to domestic service, which is not soiled by the practice. So that reform, if we are to have it, should be general. Scarcely is Coe *v.* Sothern forgotten than our imaginary reader is horrified at the Brooklyn theatre catastrophe, and from the letters and articles in the newspapers which appear in consequence, and, it may be said, appear regularly whenever a theatre is destroyed by fire, he learns that all our theatres, and even Exeter Hall, which should enjoy an immunity from earthly evils, are mere "death-traps." Besides these matters, which are serious enough, our reader, if he takes the December criticisms *per se*, will no doubt believe that the drama is in an impoverished condition, for he finds that the few new plays produced are only new in name, and enioy nothing like the favour that is given to the numerous revivals of old plays. It is not only the casual reader that falls into this error, but those who, with means for knowing better, forget that in these days of long runs good plays pursue their successful course without public comment. At the same time it is true, so far as the past month is concerned, that the new plays, *The Man in Possession*, *Old Chums*, and *Si Slocum*, and especially the two latter, are not to be compared with the revivals, *New Men and Old Acres*, *London Assurance*, and *Hunted Down*. The representation of *New Men and Old Acres* at the Court is far superior to that at the Haymarket of the same play in 1869. Putting aside the question of ability, the members of the then Haymarket company were, with the exception of Miss Robertson, physically unfitted for the presentation of the personages of modern comedy, as we recorded in our "Notes" of December, 1869. Of that company how few remain at the Haymarket! Mr. Rogers, the original Blaisenberg, is dead; the Chippendales, the predecessors this play of Mr. Hare and Mrs. Gaston Murray; Mrs. Kendal, the Lilian Vavasour; Miss Hill, the Fanny Bunter Mr. Buckstone, junior, the Bertie, have betaken themselves elsewhere. Of the principals who remain Mr. Howe, who was an aldermanic Brown, has abandoned the serious lovers to distinguish himself greatly in the heavy fathers, and Mr. Buckstone has arrived at the unhappy position, occupied only a short time ago by Mr. Webster at the Adelphi, of being an object of compassion to the better disposed of his old admirers. In all respects *New Men and Old Acres* is better done at the Court, and the representation is one that should be seen by all playgoers. Miss Ellen Terry has never acted so well before, and in this play justifies the judgment that she is the cleverest sister of the family. Nor is less praise due to Mr. Kelly and Mr. Anson, the latter of whom shows by his independent treatment of Mr. Buckstone's old part how far we have advanced from the "low comedian" of the old school; and Mrs. Gaston Murray, who was wont to appear as the amiable daughter to the distressed father of Robson, at the Olympic, appears now to no less advantage as the scheming matron, Lady Vavasour.

Mr. Hollingshead is still angry with the critic of the *Times*, and professes to test the literary value of a play by its pecuniary success or the length of its run. But we doubt whether he would, on oath, affirm that he considered *The Man in Possession*, by Mr. Albery, at the Gaiety, and still less *Old Chums*, by Mr. Byron, at the Opera Comique, to be good plays. The former has received faint praise in some quarters on the score of originality, but as the first act is strongly suggestive of Caleb and Bertha in the *Cricket on the Hearth*, and the third act equally so of *Dan'l Druce*, the originality of *The Man in Possession* is not apparent. The heroine may he original in the sense of being impossible, for she is so ingenuous as only to be saved from becoming idiotic by the grace and freshness of Miss Hollingshead. It is to be noticed as a peculiarity common to some of our ancient and modern playwrights that they look upon it as one of the best points of a young wife to be silly and ignorant. This, which is mis-called by the name of ingenuousness, is supposed to be the attraction which the great god man, especially the literary man, finds in his wife, when tired of the charms of mind and conversation displayed by the roving ladies of his acquaintance. If the heroine of *The Man in Possession* is a simpleton, her lover is a prig, whose priggishness is not relieved by the acting of Mr. Leathes, who appears to have lost in slimness without having gained in art. Under these depressing circumstances there is little opportunity for Mr. Toole to make things pleasant, more especially as, unlike *Tottles* last year, the *Man in Possession* has no Christmas or Pantomime Act. But when the worst has been said about this play, it may at least be conceded that it has a story and motive of some kind. Even this cannot be said about *Old Chums* at the Opera Comique—a play which, weaker than the last weak production from Mr. Byron's pen, would probably have been hissed to death on the first night but for the popularity of the author. A play may be original, or funny, or possessed of a plot, or all three, or two out of the three. Mr. Byron's plays have usually been blessed with one or more of these qualities, but *Old Chums* has none of them, and is utterly flat and pointless, exciting occasional reminiscences now of the Twins in the *Golden Butterfly*, now of Mr. Coghlan's *Brothers*, now of Dolly Spanker, or Bob Acres and Sir Lucius. If Mr. Byron, who increased the flatness of the first performance of *Old Chums* by not knowing his part, is unable for the present to invent a good story for a play, let him be content with the good plays he has written already—there being plenty of them—and not risk his well-earned popularity with the public. As for *Si Slocum* at the Olympic, in which the Frayne family not only show their expertness in rifle shooting, but also make us further acquainted with the beautiful school of elocution, of which Mr. Piercy in *The Virginians* was the first exponent, the crowded state of the theatre is no doubt a sufficient answer in the eyes of Mr. Neville to those who have denounced him for producing the play and its accompaniments at a theatre of

the first class. This is all very well, and it is no doubt some gratification to a manager to be able to fill his theatre after a period of depression. Nor can it be said that, as a drama, *Si Slocum* is very much inferior to *Home Sweet Home* or *Clytie* produced at the same theatre; and it may be granted that, loooking at the enormous size of London, it is necessary to provide amusement for those who are content with shooting feats as for those who approve of French farces. Nevertheless it is to be feared that Mr Neville is damaging his own interests in producing *Si Slocum*; for, when he returns to the proper form of the Olympic, he may find that he has alienated his old patrons, and that his new supporters will desert him to resume their attendance at the Victoria or the music halls. A theatre that at one moment bids for the support of the enlightened, and at the next of that of the mere novelty-seekers is not likely to succeed in the long run.

Mr. Irving has re-appeared at the Lyceum as Macbeth, a character in which we cannot bring ourselves to think that he excels, much as we wish to do so. The Westminster Aquarium, which is not, as might be fancied from its title, merely a receptacle for eels and sea-weed, has started a pantomime. At the Globe Miss Jennie Lee is appearing in Planche's *Invisible Prince*. Modern burlesque is very dull, but we are not prepared to say that that of five-and-twenty years ago is much less so. At the Strand a new burlesque, if possible, more stupid than the last, has been produced. The management has therefore wisely engaged Mr. J. S. Clarke, a gentleman who can make the fortunes of a theatre as an actor, although, in the opinion of some, he may have a tendency to mar them as a manager.

A BOOK OF THE PLAY.*

Mr. Dutton Cook, the author of these two interesting volumes, is well-known as the dramatic critic, late of the *Pall Mall Gazette*, now of the *World*, and in that department of journalism has few equals and perhaps no superior. He has a keen eye for the good and bad points of a play, is well versed in stage lore, and is able to deliver his judgment in a crisp and incisive style of writing, which is at once free from redundancy, partiality, and ignorance of his subject, three faults by no means absent, individually or collectively, from the lucubrations of other critics. He does not, as some do, rush into inadequately based enthusiasm, nor is he one of those eternal carpers whose carping proceeds not seldom from an imperfect knowledge of authors, actors, and the stage generally. In short he displays an impartial interest in the world of the theatre, and is therefore peculiarly qualified for the compilation of "studies and illustrations of histrionic story, life and character."

In his modest preface Mr. Dutton Cook tells us that his chapters are in the main republications of individual papers, and that, therefore, some repetition and an absence of continuity may be found in his book. This is no doubt true, and the book is undeniably unfitted for a sustained and unbroken effort of reading, but should be kept in one's library, and taken up now and then. Open the book at any chapter you please, and the extraordinary research which has been made by the author into the history of the stage in England, from the time of the miracle plays, is no less apparent than his knowledge of contemporary theatrical events. There is nothing in connection with the theatre, before and behind the curtain, which is not touched upon. Mr. Cook takes us from the depth of the pit to the mysterious attic where the scene-painter does his work, and treats with equal force of authors, critics, actors, orchestra, supernumeraries, machinists, and the licenser of plays, who, even in the old days was called a "tasteless and officious tyrant." He shows us that the theatre is at once possessed by a spirit of Toryism and Liberalism, and that in its affairs tradition and progress go hand in hand. What, for instance, can be a greater contrast than the strolling player of the pre-Restoration period, who was liable to be whipped or pilloried on the slightest pretext, and the lordly London star who now makes his triumphal progress through the provinces? The position of actors, though as individuals they may not be so widely known and courted as in the days of Garrick, is now far more comfortable, taking them as a body. We wish we could say the same for audiences who, between tyrannical managers on the one side, and supercilious critics on the other, have in these times nothing of the power their ancestors wielded. In the matter of prices, the pit (what is left of it) and gallery are cheaper than of yore, but stalls and boxes are surely dearer, and the precious custom of half-price has, we believe, vanished altogether, having succumbed to the late hours of the day which necessitate the production of the principal piece of the evening at the old half-price time. As to expressing a hostile opinion, the right of doing so is waxing less defined every day, and the degenerate critics of the day rather support managers in restraining hissing by any means, fair or foul. We do not suggest that audiences should go to the length of their forefathers by tearing up benches and destroying the furniture, but we do insist, as playgoers did in 1738, on the 'legal right' to hiss and damn a bad play or an objectionable performance.

It is impossible within the limit of our space to quote from the amusing anecdotes with which Mr. Cook's play is studded. Amongst the funniest is that of the 'thunder' at the Edinburgh theatre, which escaped: that is, the wheelbarrow full of cannon balls, which was being wheeled about behind, to represent thunder, was upset, and the contents rolled down the stage into the orchestra, scattering on all sides the affrighted occupants. Nor can we, as we could wish, comment on his chapters *seriatim*. Speaking of orchestras, Mr. Cook very properly rebukes the loud playing, which deafens the stalls at some theatres. He might add that where the orchestra is now placed

* *A Book of the Play*, by Dutton Cook; in 2 vols. Sampson Low & Co., Crown Buildings, Fleet Street, 1876.

out of sight, absence of noise is not compensated for by a want of concert, and that the practice of playing in the acts, whilst allowable occasionally and *pianissimo*, is sometimes dreadfully obtrusive. In his chapter on 'Stage Banquets' Mr. Cook has forgotten to add to his 'drinks' that chemical mixture which nearly poisoned Mr. Warner a few years ago, and in dilating on "Supers" he omits to mention, even if he is aware of, that great example of the day, Mr. Tomline. Amongst the Adelphi nameless guests a few years ago, who so conspicuous by his graceful gesticulations and elegant attire as this gentleman? and it was with some feeling of pleasure that we saw him promoted to a place in the bills, and if we are not mistaken he is acting at this moment. On reading about what Mr. Cook justly calls the "disconcerting" effect of want of applause, we wonder, not for the first time, how the performers at the Court and Prince of Wales's act so well to such frigid audiences. When, too, we read that Mdlle. Saliè was the first star of the ballet in this country, we are tempted to ask whether she is an ancestress of the lately popular Mdlle. Sara, known to the Alhambra visitors as "Wiry Sal." And we are greatly amused to find, in the chapter on the pernicious system of benefits, that in 1753 the Society for the Propagation of the Gospel made £1,000 by a benefit at Drury Lane!

In fine, we commend *A Book of the Play* to our readers. The student of theatrical history will find it invaluable as a work of reference; the critic will discover to his amazement that the keen wits of the 18th century left him nothing original to say; and the general reader—that influential personage, as Mr. Cook calls him—will find matter for amusement or instruction according to his temperament.

ANSWERS TO CORRESPONDENTS.

CHESS.

J. R. M. (Brompton).—Winning the Exchange is a technical phrase in common use among Chess players. It signifies the gain of a Rook for a Bishop or Knight. A Pawn is said to be "passed" when there is no adverse Pawn on the board by which it can be captured during its march to promotion. Any elementary treatise on the game will inform you on all such points as these.

C. M. F. (Sydney).—Accept our best thanks for your letter and the batch of problems enclosed in it. We have made enquiries and have been informed that the *Westminster Papers* is sent regularly to the office of the *Sydney Mail*. Have you received the note we addressed to you a few months ago? If it has miscarried, favour us with your private address.

J. R. (Philadelphia).—We are very sorry you have had such trouble with Problem No. 836. The fact that there is no solution if Black plays P takes P escaped the notice of our examiner. The author informs us that if the White Pawn is removed the problem will be then correct.

J. C. L. (Bombay).—If, as you say, the matter is left to our decision, you win the wager. Paul Morphy was unquestionably the best Chess player of the present century. When in play, Andersen and Kolisch ranked next.

H. S. T. (Buxton).—The problem marked Z admits of half a dozen solutions, and X has too many checks for good art. Y shall be examined and reported on in due course. The game shows promise, but is obviously the work of mere tyros.

E. N. F. (London). A capital little problem, and it shall have due honours.

W. T. P. (Roehampton).—We regret the error also, but these things will occur to all of us. Thanks for the problem.

W. A. Barber, Bedford Institute; W. B., City Club; J. Minchin, St. George's Club; J. Tarrant, Euston Road; R. Hodge, Islington; H. A. Kennedy, Reading; J. T. C. Chatto, Cambridge; A. B. Skipworth, Horncastle; J. T. Palmer and E. Freeborough, Hull; W. McClelland, Manchester; F. Woodmass, Newcastle-on-Tyne; G. B. Fraser, Dundee; H. F. Down, City Club; and R. Hodge, Cambridge Terrace, are all cordially thanked for the Chess intelligence they have so obligingly placed at our disposal.

R. O.—We have written to you about the Problem in hand.

PIQUET.

J. D.—A and B play. A deals. At the end of the hand it is found that A has a card short, B has his right number. The cards thrown out are found to contain 9, but so close together that it cannot be ascertained who committed the error. A contends that B has thrown out 6 cards. B says "no, you have thrown out 4;" neither will give way. What is to be done? *Ans.*—The probabilities are much in favour of B. 1st. It was A's deal. 2nd. B has his right number of cards. 3rd. A has the wrong number of cards. To assume that B knew that he had 13 cards, and that he purposely threw out 6 cards, is to assume that he is a Knave. Yet by being a Knave he can obtain no benefit. He has only to declare the fact to retain all his rights. To throw out 6 and take in 5 with the certainty of being found out is too ridiculous. It is unlikely that B could throw out 6 cards without knowing it. A may have thrown out 4 cards by mistake, and as he has only 11 cards in his hand, this is the natural deduction to be made from the facts. We must decide the point on the assumption of the honesty of the players, and we must always assume an innocent mistake as against a deliberate fraud. A has probably made a mistake once before; why should he not have done so now? If B were the greatest thief in creation, why would he steal with the certainty of detection and without an object? To our mind it is any odds on the error being A's.

WHIST.

PEMBRIDGE CLUB.—We understand that the Whist players of this club have seceded and formed a new club close by called "The Hereford." Members desirous of a rubber in the Bayswater district should address the Secretary, 113 Westbourne Grove.

D.M.A.—J. M. and 46 all revokes.

MAJOR.—The card is exposed and, therefore, callable.

BRIGHTON CLUB.—There is no point in the hand. The ordinary lead wins the game.

P. L. D.—If you say to your partner stop, when it is your turn to play, and he will not stop, you cannot make him. You take your partner, like a runaway horse, with all his faults. If you have not followed suit when you ought, and you find out your mistake and call out "Stop," it being your partner's turn to lead, and he will not stop, you have no remedy but to pay for the revoke that he has completed.

"CAVENDISH."

The WESTMINSTER PAPERS, 1st February 1877.

The Westminster Papers.

1st FEBRUARY 1877.

THE CHESS WORLD.

"The whisperings of our petty burgh."

It is a healthy sign of the times that the spirit of action now apparent in English Chess circles has its origin in the efforts of amateurs of the game. The doctrine openly preached a year ago that neither club, journal, nor tourney, in connection with Chess, could be successfully conducted in London without the co-operation of the professional players, is now just as openly repudiated. Indeed, no more effectual refutation of the gospel of professionalism could be desired than a plain record of the proceedings of the metropolitan Chess Clubs during the past month. From St. James's, in the West, to Aldgate, in the East; from Camden Town, in the North, to Brixton, in the South, we receive reports of matches and tournies in which the name of a professional Chess-player, even as a spectator, is never seen. In the country the same wholesome disposition to discourage, if not to rebuke, the "professors," is even more plainly manifested. Two meetings of considerable importance, one held at Lincoln, and the other at Newcastle-on-Tyne, have been extraordinarily successful; yet we have scanned the lists of the several tournies in vain for the name of a hired "co-operator." It is, perhaps, unnecessary to say that we rejoice to observe the amateur spirit of Chess again predominant in England. We rejoice, because we believe that every discovery of importance in the theory of Chess; the formulation of its laws, and the history of its progress, are due to the pursuit of the game as an intellectual pastime. To its practice as a business we are indebted for—well, as examples say—Simultaneous games and Co-operators!

The match between Professor Wayte and Mr. Minchin, the Honorary Secretary of the St. George's Chess Club referred to in our last issue, terminated in a victory for the first named gentleman, with a score of eleven to seven, and one drawn game. The tournament of the members of this club, although nearly ended, is still in progress, Dr. Ballard and Professor Wayte leading in the score list, and a new tourney is already projected. In this tourney the game will be played with even forces, but the weaker brethren will receive the odds of additions to their respective scores. The St. George's Club is to be congratulated upon the revived energy of its proceedings, because the matches and tournies of such an important society of Chess-players cannot fail to exercise a beneficial influence upon the progress of the game in England. We are glad to note that Mr. Boden, the most popular of our great English masters of Chess, has been elected an honorary member of this Association.

The Handicap Tourney of the City of London Chess Club is drawing near a termination, and most of the members are looking forward to the struggle between Mr. Macdonnell and Mr. Potter for pride of place with all the interest that is usually displayed by the spectators of other people's troubles. We hope, by-the-bye, that all our readers purpose attending Mr. Macdonnell's pleasure when he gives his Dramatic Reading at the Quebec Hall, Portman Square on the 13th instant. The entertainment will comprise selections from Shakspeare, Hood, Lytton, Dickens, and Thackeray, and is certain to be enriched with specimens of the reader's own humour, only inferior to the distinguished authors he interprets.

A ridiculous report that Herr Zukertort is conducting the Chess Automaton at the Westminster Aquarium found some credence at Simpson's and other London Chess circles, but we have every reason to believe that the announcement was unauthorised. An alternative proposition that Herr Steinitz is the player concealed in the automatic structure was scouted by everyone possessing sufficient *breadth* of judgment to distinguish between the two figures. Setting aside the play, which in the case of the turbaned and malignant Turk is brilliant, we put our foot down on inches.

The Jewish Working Men's Club, which holds its meetings in Aldgate, played a match against the fifth class of the City of London Club on the 15th ultimo, at the rooms of the latter in Newgate Street. Each club was represented by eight players, and in the result the "working men" proved victorious. The following shows the pairing of the players and their respective scores.

Jewish Club.		City Club.		Jewish Club.		City Club.	
Cohen	2	Green	0	Moses	1	Webber	1
Harris	½	Lowson	½	Perez	0	Baynes	2
Samuel	1	Atkinson	0	Wolfen	1½	Gastineau	½
Israel	1	Morton	1	Abrahams	1	Cutler	1

The Jewish Club also encountered successfully the St. Andrew's Club, of Oxford Street, coming out of the *melée* with a score of ten to five, and one drawn game.

The Railway Clearing House Chess Club has also been successful in a match last month played against ten representatives of the Athenæum Club, at the rooms of the latter in Camden Road, as shown by the following score :—

	Athenæum Club	Won.		R. C. H. Club.	Won.
1.	Mr. Baxter	1		Mr. Tarrant	0
2.	Dr. Batt	0		Mr. Knight	2
3.	Mr. Griffiths	1		Mr. Hill	1
4.	Mr. Inman	0		Mr. Kindell (senior)	1
5.	Mr. Bowyer	1		Mr. Eades	0
6.	Mr. Hamlyn	0		Mr. Hoare	1
7.	Mr. Mellish	1		Mr. Cox	0
8.	Mr. Smith	1		Mr. Linton	1
9.	Mr. Duret	0		Mr. Kindell (junior)	2
10.	Mr. Foster	1		Mr. Templeton	1
11.	Mr. Spicer	1		Mr. H. P. Davis	0
12.	Mr. Marriage	0		Mr. Coleman	2
13.	Mr. Crisp	2		Mr. Leaper	0
14.	Mr. Matthew	0		Mr. Butlin	1
	Total	9		Total	12

We have received a prospectus concerning a new game, which, considering that the moves are symbolic of the firing of guns, is appropriately termed 'Aldershot.' It is, or is to be, played by two persons on a board representing a tract of country crossed by roads and rivers, and consists in manœuvring hostile armies, taking prisoners, releasing them, and capturing the enemy's flag, which closes the game. The board upon which this extraordinary game is played reminds us of Mark Twain's map of the scene of the Franco-German War, which elicited from the Emperor William a testimonial to the effect that if his son, the Crown Prince, could only produce such a work of art, he would be willing, nay anxious, to see him die. 'Aldershot' may find favour with persons who believe in waltzes, advertise *lebehochs*, and think the Kriegspiel superior to Dominoes as an intellectual recreation.

The pale horseman has been making sad havoc in the ranks of Chess during the past six months. Since the death of Lowenthal in July last year we have lost Wormald and Kling, and now another notable figure in the metropolitan Chess world has passed away. Mr. Henry Waite, for many years the treasurer of the famous old London Chess Club, died at Bibbeh-on-the-Nile, in Egypt, of pleurisy, on the 31st December last. Although not a strong player, Mr. Waite obtained considerable distinction as a solver and judge of problems, and he was at all times a generous, not to say a munificent patron of the game and its needy professors.

A new Chess association has sprung from the ashes of a meeting of Chess-players held at Louth, in Lincolnshire, in the first week of the past month. The Lincoln Chess Association is to hold annual meetings in the north and south of the county alternately, during the first week of each year, and Earl Brownlow will be the first president. The meeting at Louth was a great success, although, owing to insufficient notice, many of the leading players of the county were unable to take part in the tourneys. Two tourneys were organised by the Rev. A. B. Skipworth, who acted as honorary secretary; the players being divided into two classes. In the first class there were four entries, Mr. Skipworth giving the odds of pawn and move to Messrs. de Soyres, Newham, and Parker. The result of the play in this joust was that Mr. Skipworth won the first prize, scoring all his games, and Mr. de Soyres won the second with a score of 5½ out of a possible nine. The value of the two prizes was respectively £3 3s. and £1 1s. In the second class twelve competitors entered, and the contest was close and

exciting to the last. The first prize, value £3, as well as a special prize consisting of a bound copy of the *Chess Players' Chronicle* from 1868 to 1875, offered for the highest score by a Lincolnshire player, was won by Mr. Cockman of Grantham. The second and third prizes were divided between the Rev. W. L. Newham, of Leicester, and Mr. Walton, of Grantham, and the third and fourth prizes were divided between Captain Coates, of Grimsby, and Master H. Jackson, of Dewsbury, whose respective scores were equal. Master H. Jackson is a young gentleman of promise, aged 13, and is likely to be heard from again in the world of Chess. He defeated his father, who was also a competitor in this tourney. The following is the full score :—

Mr. Cockman	7½	Mr. C. S. Wiles	5½
Mr. Walton	7	Mr. Garshatt	5½
Rev. W. L. Newham	7	Mr. R. J. P. Isles	5
Captain Coates	6½	Mr. E. Thorold	4½
Master Jackson	6½	Mr. E. Brown	4
Mr. J. Jackson	5½	Mr. W. Camden	1

The Mr. Thorold mentioned above is nephew to Mr. E. Thorold, well-known as one of our most brilliant amateur players.

The tourney begun at the Newcastle-on-Tyne meeting on the 26th December, was only brought to a conclusion a few days ago. The first prize, value £5 was won by Mr. Peart, of Gateshead, who received the odds of pawn and move from Messrs. Charleton and Archdall, the winners of the second and third prizes. The honorary secretary of the Newcastle Chess Club, Mr. F. Woodmass, to whose energy the local press ascribes the success of the meeting, informs us that notwithstanding the stormy weather and numerous counter-attractions, both incident to the season of the year in "canny Newcassel," the promoters of the Congress may be congratulated on the happy result of their labours. Perhaps the most interesting contest of this meeting was the consultation game played between Messrs. Archdall, Peart, Newton, and Nicholson on the one side, and Messrs. Woodmass, Hopkinson, Green, and Charleton on the other. It was won by the first-named players.

The fortieth anniversary of the foundation of the Liverpool Chess Club was celebrated by the members with high festival at the Saddle Hotel, Dale Street, on the evening of the 4th ultimo. The President, Dr. Sinclair, occupied the chair, and Mr. H. E. Kidson, the distinguished problem composer, the vice-chair, on the occasion. For the following report of the proceedings we are indebted to the honorary secretary :—

The loyal toasts having been duly honoured, the president proposed the toast of the evening, 'the Liverpool Chess Club,' in the course of his remarks hailing with pleasure the reorganisation of their old and worthy opponent, the Manchester Club. The toast was coupled with the name of the vice-chairman, who, in responding, expressed the gratification they all felt in witnessing the brightening prospects of Chess, not only in Liverpool, but in Manchester and throughout the country. The toast of 'the old Members of the Liverpool Chess Club' was coupled with the names of Mr. J. Soul, Mr. Schull, and the Rev. J. Owen. Mr. Owen, in the course of his reply, alluded in feeling terms to the losses the Chess world and Chess Literature had sustained by deaths during the past year. He also referred to the important influence of Chess on the formation of character and in providing for young men in our large towns an intellectual recreation which was not only beneficial in developing high mental faculties, but was especially helpful in counteracting less innocent pastimes. Mr. S. Wellington gave the toast of 'the Royal Game,' in a humourous speech, coupled with the name of Mr. A. Burne, jun., who suitably responded. Mr. Schull gave the health of 'The President,' to which Dr. Sinclair responded, and the Vice-President proposed "The Health of the Honorary Secretary." Mr. Thomas Whitehead, in responding, read letters from Mr. Morton Sparke and Mr. Spreckly, former Presidents of the Club, regretting their inability to be present. The annual matches between the Liverpool and Manchester Clubs are likely to be shortly revived.

The Leeds Chess Club, which is making a most praiseworthy effort to popularise the Royal Game, and to restore to the town some of the *prestige* which it formerly enjoyed in conjunction with other towns visited by the West Yorkshire Chess Association, played a friendly game with the Bradford Club on Saturday, January 20th, in the rooms of their Club, Wharton's Hotel, Park Lane, Leeds. The meeting was so far successful that it reminded one of an Association Meeting, more visitors being attracted to see the play than we remember to have seen on any previous occasion. The Bradford players brought with them a well-won reputation, for a few days before they had defeated the Halifax Club by a score of ten games to two lost. If they failed to sustain it on this occasion, we must do them the justice to say they fought manfully for their good name, and that the pluck with which they strove to ward off their defeat received, as it deserved, the cordial recognition of their opponents. At 6 o'clock play was adjourned for tea, after which, Mr. Alderman Gaunt, President of the Leeds Club, addressed a few words to the members, to which Mr. Wall replied. The result of the play shows that the Leeds Club has amongst its members some really strong amateur players, and that those who are fond of the game may be sure of meeting in its rooms

with gentlemen worthy of their skill. The match is to be followed by a tournament, and some good play is expected. The following is the score of Saturday's match :—

LEEDS.	Won.	Drawn.	BRADFORD.	Won.	Drawn.
Mr. Earnshaw	0	1	Mr. Whitaker	0	1
Mr. White	1	0	Mr. Petty	0	0
Mr. Gregson	0	1	Mr. Lewis	1	1
Mr. Stokoe	1	0	Mr. Wall	0	0
Mr. Meredith	2	0	Mr. Onions	1	0
Mr. Bennett	1	0	Mr. Knapton	1	0
Mr. Hussey	3	0	Mr. Wait	0	0
Mr. Gaunt	2	0	Mr. North	0	0
Mr. Stringer	2	0	Mr. Child	1	0
Total...	12	2	Total...	4	2

The Leeds Club is steadily increasing in numbers, and one good result from Saturday's play was the addition of several new members. Lately a "tournament for position" has been in progress among the members to test as near as practicable the relative strength of the players, and the result we hope to be able to chronicle next month.

We have received the following letter in reference to the end game between Messrs. Parker and Walker, competitors in the Hull *v.* Grimsby Clubs, referred to in our last issue. It has been pointed out to us by Mr. Palmer, of Hull, that in abbreviating his report of this contest we left our readers to infer that the game was given up as drawn in the position set forth on page 161 in our January number. If so, we are not—we find it a consoling thought—the first of our kind, that in labouring to be brief have become obscure. The position occurred in the game, which ultimately ended in a draw. The analysis is as follows :—

In the end game between Messrs. Parker and Walker, given in your January number, it seems to me that Black can easily force the game as follows :—

WHITE.	BLACK.
	Q to Q R 8
P Queens	Q takes P (ch)
K to Kt 7	Q to Kt 7 (ch)
K moves	Q takes Q (ch)
K takes Q	K takes P and wins

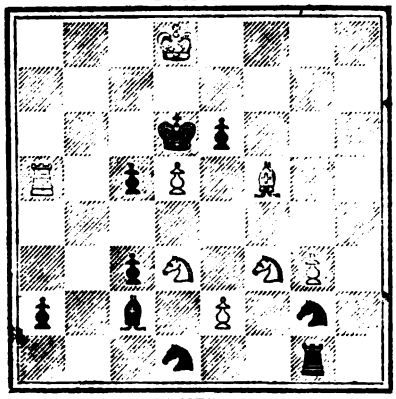
WHITE.	BLACK.
If K to Kt 6	Q takes P
K to B 7 (best)	Q to Kt 7
and whatever White plays he wins easily, and if—	
K to R 7, or P to R 4	Q takes P (ch)
K to Kt 8, or Kt 6	Q to Kt 6, and wins as before.

Yours, faithfully, A. E. STUDD.

The second grand tourney of the Café de la Regence ended in the first prize being carried off by M. Chamier, a division of the second and third prizes between the Baron de Foucault and M. Maczuski, and the fourth prize being gained by M. Joliet. *La Stratégie*, to which excellent journal we are indebted for the above information, contains a letter from M. Bertrand, proving the unsoundness of the problem to which the second prize had been awarded in the Mid-German Chess Association problem tourney in October last. There is evidently no safety in awarding prizes before submitting the problems to the best judge of all—the public. The first prize in this tourney was taken by Herr Berger, of Gratz, for a composition presenting a remarkable combination of beauty and difficulty. The West German tourney resulted in the first prize being awarded to Herr Bayersdorfer, the second to Herr Berger, and honourable mention is accorded to the composition of Herr G. Mehrtens. We present the three problems below :—

FIRST PRIZE.

BLACK.

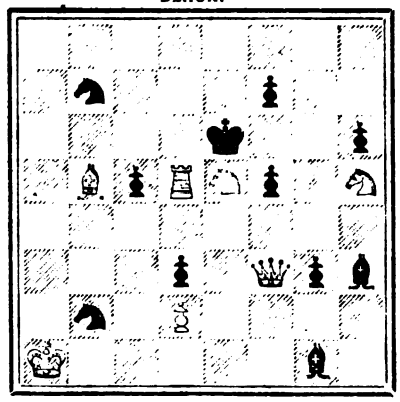


WHITE.

White to play and mate in four moves.

SECOND PRIZE.

BLACK.

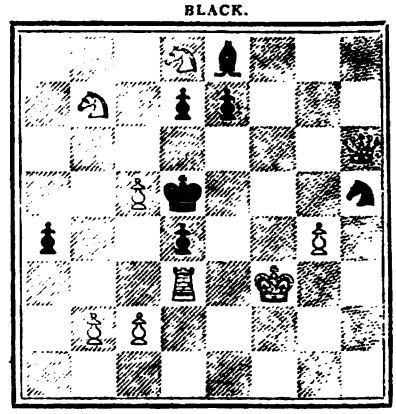


WHITE.

White to play and mate in four moves.

THIRD PRIZE.

BLACK.



WHITE.

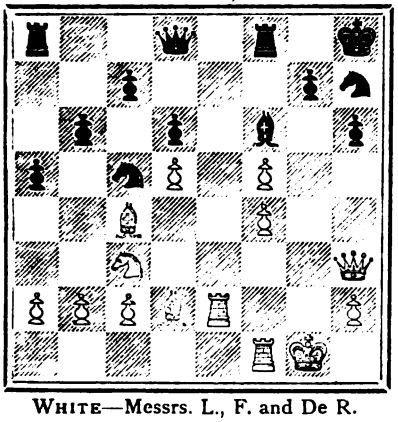
White to play and mate in four moves.

The most interesting message from America this month is the Book of the Grand International Centennial Chess Congress, held at Philadelphia, last year, containing all the games played, with annotations by Messrs. Elson, Neill, and Sayen. We shall refer to the book at some length in our next number, but in the meantime can cordially recommend it to such of our readers as desire to enrich their libraries with a fine collection of modern games. It can be obtained of W. W. Morgan, 67 Barbican, London, E.C. The *American Chess Journal* has not come to hand since November. The *Chess Record* is here, however, and opens the new year with a summary of home and foreign notes, as interesting as concise. The *Chess Record* is advancing under its new management, and with such a brace of editors as Messrs. Sayen and Neill should achieve a foremost place in the literature of the game.

END GAMES.

The following endings of games played by the late Herr Lowenthal, are selected from documents placed at our disposal by the executors of the deceased.

BLACK—Messrs. S., W. and K.

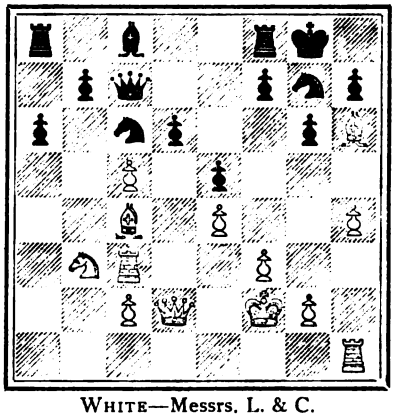


WHITE—Messrs. L., F. and De R.

Played at Leamington, in 1856, between Messrs. Lowenthal, Falkbeer, and De Riviere, in consultation against Messrs. Staunton, Wyvill and Capt. Kennedy. White play their 21st move and win.

WHITE.	BLACK.
21 B to Kt 5	21 B to Q 5 ch
22 K to R sq	22 Q R to Kt sq
23 Kt to Q sq	23 Q to Q B sq
24 P to Q B 3	24 B to B 3
25 P to Q Kt 4	25 Kt to Kt 2
26 K R to K sq	26 Kt to Q sq
27 R to K 8	27 Q to Kt 2
28 Q to K Kt 2	28 K to Kt sq
29 R takes R ch	29 Kt takes R
30 Kt to K 3	30 Kt to B 2
31 Kt to Kt 4	31 B to R 5
32 R to K Kt sq	32 P to Q B 4
33 P takes P *en pass.*	33 Q to K 2
34 Kt to K 3, and wins.	

BLACK—Messrs. S. & B.

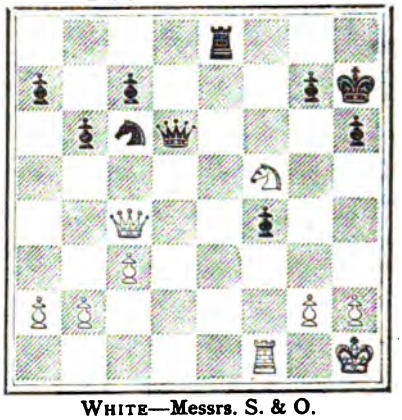


WHITE—Messrs. L. & C.

Messrs. Lowenthal and Cunningham, in consultation against Messrs. Staunton and Barnes. White make their 20th move and win.

WHITE.	BLACK.
20 P to R 5	20 B to K 3
21 P takes Q P	21 Q to Kt 3 ch
22 B to K 3	22 Q to Q sq
23 P takes Kt P	23 B takes B
24 P takes R P ch	24 K to R sq
25 R takes B	25 Kt to K 3
26 Kt to B 5	26 Kt takes Kt
27 R takes Kt	27 P to K B 3
28 Q to Q 5	28 Q to Q 2
29 R to K R 5	29 Q R to Q sq
30 R to Q B 4	30 Q to K B 2
31 P to K Kt 4	31 R to Q 2
32 B to Q Kt 6	32 Q to K sq
33 R to Q R 4	33 K R to K B 2
34 R to Q R sq	34 Kt to Q sq
35 P to Q B 4	35 Kt to K 3
36 B to K 3	36 R takes R P
37 Q R to K R sq	37 Kt to K B sq
38 P to Q B 5	38 R takes Q
39 R takes R ch	39 Kt to K R 2
40 P to K B 4	40 P takes P
41 B to Q 4	41 Q to K B 2
42 Q takes Q	42 R takes Q
43 P to Kt 5	43 K to Kt 2
44 P takes P ch	44 K to Kt 3
45 R to K 5	

BLACK—Messrs. L. & B.



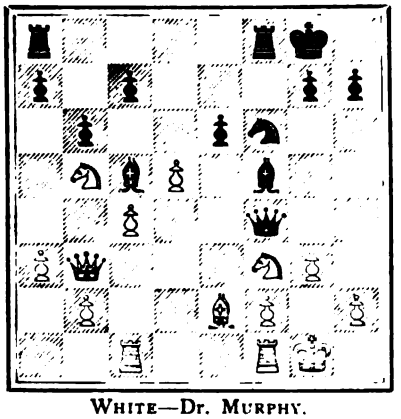
WHITE—Messrs. S. & O.

Messrs. Lowenthal and Barnes, in consultation against Messrs. Staunton and Owen. Black to play their 32nd move and win.

WHITE.	BLACK.
	32 Q to K 4
33 Q to K B 7	
(If they take the Kt, the answer is R to K 3.)	
	33 R to K 3
34 P to K R 3	34 Q to K B 3
35 Q to K R 5	35 Q to K Kt 4
36 Q to Kt 4	36 Q takes Q
37 P takes Q	37 R to K 5
38 Q R to Q sq	38 Kt to K 4

And White resigned.

BLACK—Mr. L.



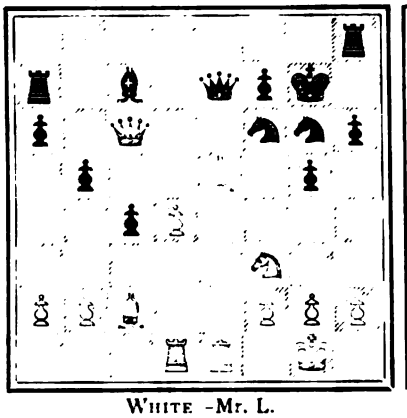
WHITE—Dr. MURPHY.

Against Dr. Murphy, at the odds of the pawn and move. Black to make his 16th move and win.

WHITE.	BLACK.
	16 Q to R 3
17 Kt takes B P	17 Kt to Kt 5
18 Q to Q sq	18 B to Q B 7
19 Q to Q 2	19 Q to R 6
20 Q to Kt 5	20 R takes Kt
21 Q to R 4	21 R takes B P

And wins.

BLACK—Mr. MORPHY.



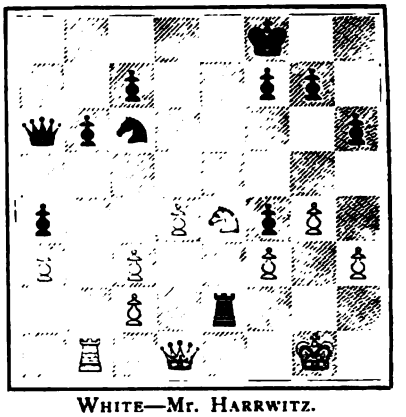
WHITE—Mr. L.

Against Mr. Morphy. White plays his 24th move and wins.

WHITE.	BLACK.
24 K B takes Q Kt	24 K takes B
25 P to Q 5	25 B takes B
26 Kt takes B ch	26 K to Kt Q
27 Kt to K Kt 6	27 Q to Q sq
28 Kt takes R	28 K takes Kt
29 P to Q 6	

And wins.

BLACK—Mr. L.



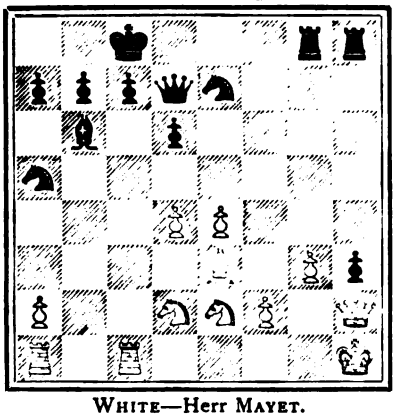
WHITE—Mr. HARRWITZ.

In the match with Mr. Harrwitz (1853), Black to make his 29th move and win.

WHITE.	BLACK.
	29 R to K 6
30 K to K B 2	30 Q to Q B 5
31 Q to Q 2	31 B to Q 4
32 R to K sq	32 Kt to Q R 4
33 Q to Q B sq	33 Kt to Q B 2
34 Q to Q Kt sq	34 R takes B P ch
35 Kt to Kt 2	35 R to K 6

And Black surrendered.

BLACK—Mr. L.



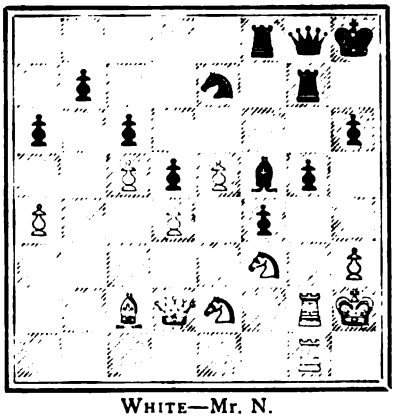
WHITE—Herr MAYET.

Against Herr Mayet. Played about 1851. Black to make his 29th move and win.

WHITE.	BLACK.
	29 P to Q 4
30 P to K 5	30 Kt to Q B 5
31 P to Q R 4	31 P to Q R 4
32 Kt to K B 3	32 Kt to K B 4
33 B to K B 4	33 K to K B 2
34 R to Q B 3	34 Q to K R 4
35 R to Q R 2	35 Kt from K B 4 to K 6
36 Kt from B 3 to Kt sq	36 Kt to Kt 5

And wins.

BLACK—Mr. L.

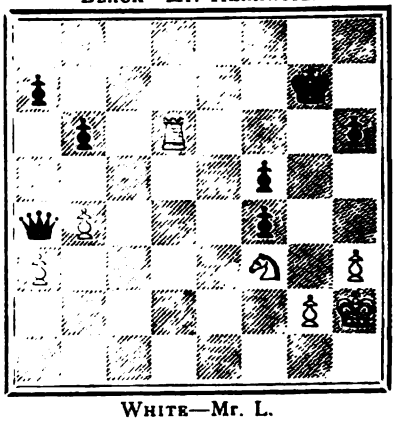


WHITE—Mr. N.

Played on the top of Ben Lomond (1852), against Mr. Nicholson, at the odds of the Pawn and two moves. White plays his 34th move, and Black wins.

WHITE.	BLACK.
34 Q Kt takes K B P	34 B takes B
35 Q Kt to K R 5	35 Q R takes K Kt
36 Kt takes K R	36 B to K Kt 3
37 Q to K 2	37 Q to B 2
38 P to K 6	38 Q to B 5 ch
39 K to to R sq	39 R takes P ch
40 K R to R 2	40 B checks
41 R from Kt sq to Kt 2	41 Q takes R mate

BLACK—Mr. HARRWITZ.



WHITE—Mr. L.

Against Mr. Harrwitz. Played in the match of 1853. White to make his 48th move, and draw

WHITE.	BLACK.
48 R to Q 3	48 K to B 2
49 Kt to Kt sq	49 Q to R 3
50 R to B 3	50 Q to Q B sq
51 P to K R 4	51 K to B 3
52 Kt to K R 3	52 K to K 4
53 Kt to B 2	53 Q to Q B 2
54 Kt to Q 3 ch	54 K to K 5
55 Kt to B 2 ch	

And draws.

PROBLEMS.

PROBLEM No. 885.—By E. J. L.

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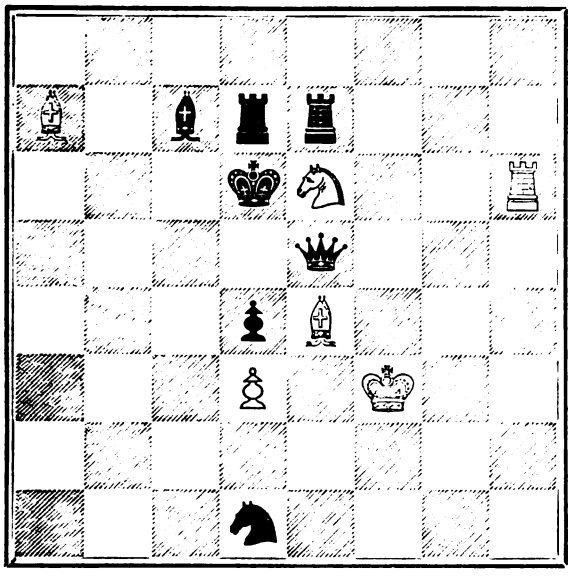

WHITE.

White to play and mate in four moves.

PROBLEM No. 886.—By W. T. PIERCE.

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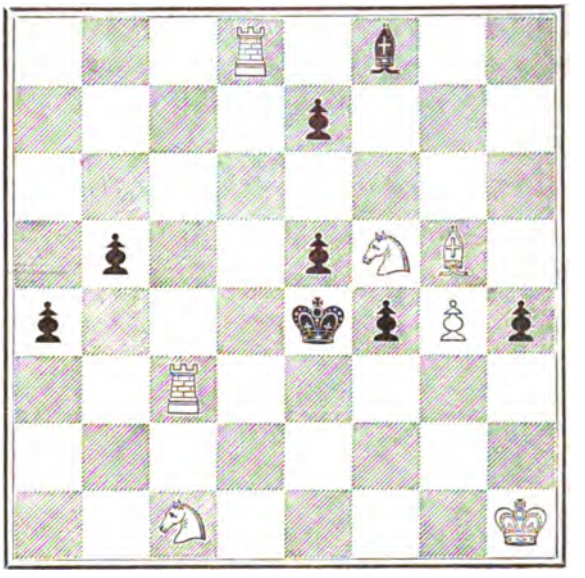

WHITE.

White to play and mate in three moves.

PROBLEM No. 887.—By A. E. STUDD.

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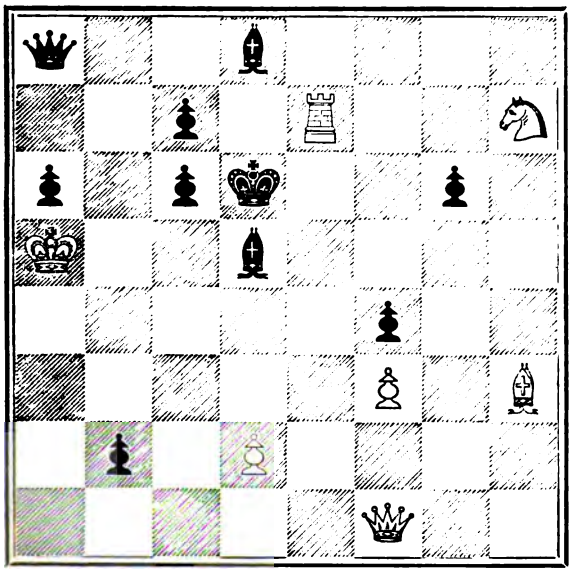

WHITE.

White to play and mate in three moves.

PROBLEM No. 888.—By J. CRAKE, Hull.

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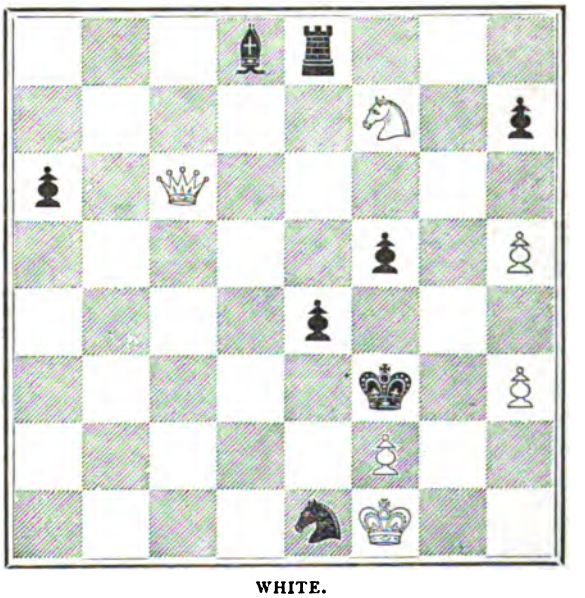

WHITE.

White to play and mate in three moves.

PROBLEMS.

PROBLEM 889.—By W. MEREDITH.

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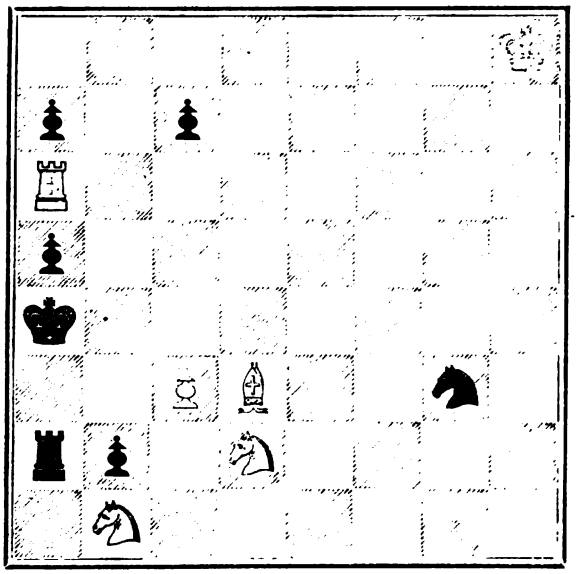

WHITE.

White to play and mate in three moves.

PROBLEM 890.—By J. W. ABBOTT.

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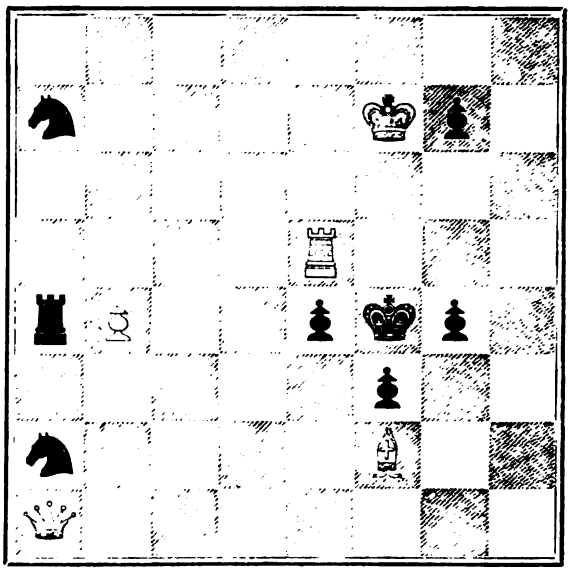

WHITE.

White to play and mate in three moves.

PROBLEM 891.—By Serg.-Major McARTHUR.

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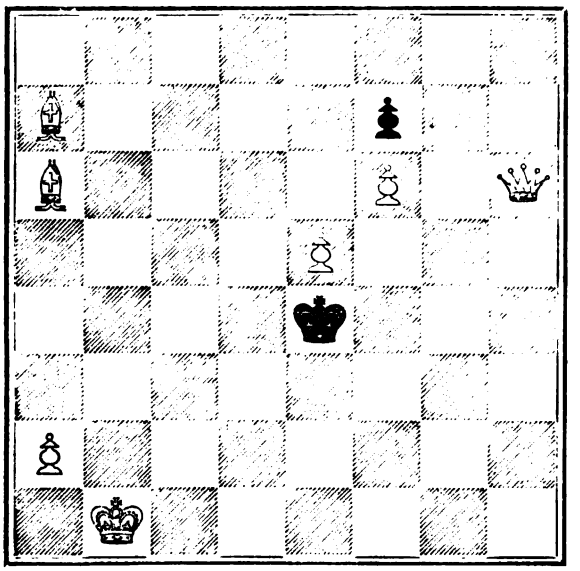

WHITE.

White to play and mate in three moves.

PROBLEM No. 892.—By T. M. BROWN.

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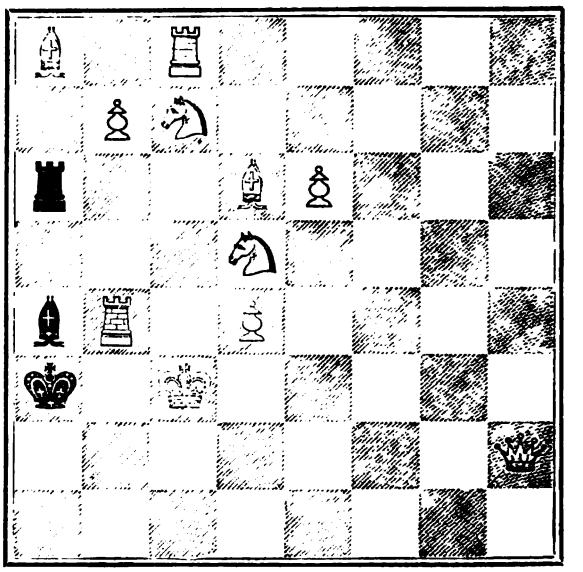


WHITE.

White to play and mate in eight moves by dis. ch. with K B, without moving Kt's Pawn.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 223.

The following two games were played in a match between Messrs. Lindsey and Minchin which was contested at the St. George's Chess Club.

Evan's. Gambit.

Played the 13th January 1877.

White. Mr. Minchin.	Black. Mr. Lindsey,
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to B 4
6 Castles	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 P to Q 5	9 Kt to K 4
10 B to Kt 2	10 Kt to K 2
11 B to Q 3	11 B to Kt 5
12 Kt to B 3	12 Castles
13 Kt to B 2	13 Kt to Kt 3
14 K to K sq (a)	14 B takes Kt
15 P takes B	15 Kt to K 4
16 Kt to Kt 3	16 Q to R 5 (b)
17 Kt to B 5	17 Q to R 5 (c)
18 B to K 2 (d)	18 Q Kt to B 5
19 B takes Q Kt (e)	19 Kt takes P (f)
20 Kt to R 6 ch	20 K to R sq (g)
21 Kt to Kt 4	21 Q takes Kt
22 B to K 2	22 Q takes P
23 B takes Kt	23 Q to B 5 (h)
24 K R to Kt sq	24 P to K B 3
25 K to Kt 4	25 Q to R 3
26 Q to B 2	26 Q R to Kt sq
27 Q R to K Kt sq	27 R to K 2
28 B to B sq	28 Q to R 6
29 K R to Kt 3	29 Q to Q 2
30 Q B to Kt 2	30 Q to K sq
31 R to R 3	31 P to Kt 3 (i)
32 R takes Kt P	32 B takes P
33 K to Kt 2 (k)	33 B to Kt 3 (l)
34 R takes B P	34 K to Kt
35 R to Kt 3 ch	35 Resigns.

(a) White played up to the present moment the best moves, I think. Here, however, I would continue with 19 K Kt to Q 4, and if 14 P to Q B 4, then 15 Kt to B 5.

(b) The move in the text should prove fatal (see note d). Black would improve his prospects by 16 Q Kt to B 5, and if 17 B to B 3, then 17 Kt takes B, 18 Q takes B, 18 Kt to K 4.

(c) The immediate retreat of the Queen to Q sq was, under the circumstances, the best.

(d) White entirely overlooks the strength of the position. By playing 17 R to K Kt sq, he could force the victory on the move, as the following examination may show:

18 R to K Kt sq 18 K to R sq

Any other defence can be briefly dismissed, as: 18 B to K Kt 3, 19 R to Kt 3, 19 Q to R 4, 20 B to K 2, and Black's Queen is lost; or 18 Kt to Kt 3, 19 R to Kt 3, 19 Q to R 4, 20 Kt takes Kt P, 20 Q to R 5, 21 Kt to B 5, winning the Queen or mating; or 18 P to K B 3, 19 R to Kt 3, 19 Q to R 4, 20 Kt takes Kt P; or at last 18 B takes P, 19 R takes P ch, 19 K to R sq, 20 R to Kt 2, 20 B to R 5, 21 P to B 4, 21 B to B 3, 22 B to K B sq.

19 R to Kt 3	19 Q to R 4
20 Kt takes Kt P	20 Q to R 5 (best)
21 Kt to B 5	21 Q to R sq (best)
22 P to B 4	22 B takes P (or A)
23 R to Kt 2	23 B to R 5
24 P takes Kt	24 P takes P
25 Q to R 5	25 B to B 3
26 Q to R 7	26 R to K Kt sq
27 R takes R ch	27 K takes R
28 R to Kt sq ch	28 K to R sq
29 R to Kt 7	

A.

	22 P to K B 3
23 P takes Kt	23 B P takes P
24 Q to R 5	24 R takes Kt

White threatened 25 R to Kt 7. Should Black play 24 R to K Kt sq, then 25 R takes R ch, 25 Q takes R, 26 R to K Kt sq.

25 Q takes R (best)	25 Q to K 2
26 P to K B 4	26 B to Q 5

If 26 R to K B sq, then 27 Q takes R ch, 27 Q takes Q, 28 P takes P, 28 Q to B 7, 29 R to K B sq

27 B takes B	27 P takes B
28 P to K 5	28 R to K B sq
29 Q R to K Kt sq	

(e) The way chosen by Mr. Minchin is ingenious, but complicated, and not as effective as following simple *modus operandi*.

19 B takes K Kt	19 Kt takes B
20 R to K Kt sq	20 B takes P

If 20 P or Kt to K Kt 3, White wins by 21 R to Kt 3, and 22 P to B 4.

21 R takes P ch	21 K to R sq
22 R to Kt 2	22 B to R 5
23 P to B 4	23 Kt to Kt 3
24 Q to Q 4 ch	24 P to B 3
25 R to Kt 4	25 R to B 2

There is nothing better.

26 Q R to K Kt sq, and White must win a piece or the Queen.

(f) Should Black capture the Bishop, White mates, of course, in two moves.

(g) It was much better to take the Knight, *e.g.*:—

	20 P takes Kt
21 R to K Kt sq ch	21 Kt to Kt 4
22 R to Kt 3	22 Q to R 5
23 Q to Kt 4	

White has no better move.

	23 Q takes Q
24 R takes Q	24 B takes P
25 P to K R 4	25 P to K B 4
26 P takes P	26 R takes P
27 P takes Kt	27 P to K R 4 (best)

and Black has a good chance to draw the game.

(h) Black has now three Pawns for a piece, but White's attack must prove irresistable.

(i) If 31 P to K R 3, White wins by 32 B to R 5, 32 Q to Q sq, 33 B to Kt 4, 33 Q to K sq, 34 B to K 6, and 35 R to Kt 6.

(k) Black threatened mate in three moves.

(l) Black has no saving move. If 33 R to Kt sq, then 34 B takes P ch, 34 either R to Kt 2, 35 R takes P ch, etc.

GAME 224.

Ruy Lopez.

Played 19th January 1877.

White. Mr. Lindsay.	Black. Mr. Minchin.
1 P to K 4	1 P to K 4
2 K to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to B R 3
4 B to R 4	4 Kt to B 3
5 P to Q 3	5 P to Q 3
6 B takes Kt ch	6 P takes B
7 P to B 4 (a)	7 P to B 4 (b)
8 Kt to B 3	8 B to K 2 (c)
9 R to K R 3	9 P to R 3 (d)
10 Castles	10 Castles
11 Kt to R 2	11 Kt to R 2 (e)
12 P to B 4	12 B to Kt 2 (f)
13 P takes P	13 P takes P
14 R to B 5 (g)	14 Q to Q 5 ch (h)
15 K to R sq	15 Q R to Q sq
16 Kt to Q 5 (i)	16 B takes Kt
17 Kt to B 3	17 Q to B 7
18 Kt takes P	18 Q to Kt 6 (k)
19 K P takes B	19 B to Q 3 (l)
20 B to B 4	20 Q to B 7 (n)
21 Q to Kt 4	21 Q takes P
22 Q R to K B sq	22 Kt to B 3
23 Q to Kt 3	23 Kt to Q 2
24 Kt to Kt 4	24 B takes B
25 K R takes B (n)	25 Kt to K 4
26 Kt takes P ch.	26 K to R 3
27 Kt to B 5	27 Kt to Kt 3
28 R to R 4 ch	28 K to Kt sq
29 Q takes Kt and wins (o)	

(a) The usual continuation is here 7 P to K R 3. The move in the text weakens White's centre to no purpose.

(b) This move is necessary in this variation after 7 P to K R 3, 7 P to K Kt 3, 8 Kt to B 3, to prevent the advance of White's. Q P at the present instance. Black should continue with 7 B to Kt 5, threatening 8 P to Q 4.

(c) Again I would prefer B to K t 5.

(d) White played the K R P to prevent the pinioning of his Knight, but I fail to see why Black does it.

(e) 11 P to Kt 4 was not advisable on account of the reply 12 P to K R 4.

(f) A very injudicious move, in fact, worse than a blunder. Black allows his opponent to break up completely the Pawns, whilst he is engaged in putting

his Bishop out of any action. Black should capture the Pawns and then advance his K B P two squares.

(g) Premature. The Rook can be attacked and dislodged at once, whilst Black's K P does not require any protection. B to K 3 was advisable.

(h) Playing the opponent's game. Black should attack the Rook by 14 B to B sq, and then proceed with 15 P to Q B 3.

(i) Well played, from this point to the end. White pursues the attack in a vigorous and brilliant style; every move tells.

(k) 18 Q takes R, 19 P takes Q, 19 B to Kt 2, would probably not saved Black's game, but it would procure him more means of resistance than any other time of play.

(l) If 19 P to Kt 3, White wins by:—
20 B to B 4 20 Q to B 7
[20 Q to R 5, 21 Kt to B 3, 21 Q to B 7, 22 R to K5.]
21 Kt to Kt 4 21 Q to R 5 (best)
22 Kt takes P ch 22 K to Kt 2
23 Q to Q 2 23 B to Q 3
[23 P to Kt 4, 24 R takes Kt P ch.]
24 Q R to K B sq.

(m) 20 Q to R 5 would prolong the contest considerably.

(n) 25 Q R takes B was stronger.

(o) A beautiful coup which finishes in a fine style a well played game.

GAME 225.

[The following interesting game, and the notes appended, have been contributed by Mr. I. O. Howard Taylor, of Norwich:—]

Played at the Norwich Chess Club on 5th October, 1876, I. O. Howard Taylor giving his Q R.

Two Knights' Defence.

White. I. O. H. T.	Black. Mr. M.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 Kt to K B 3
4 Castles	4 B to Q B 4
5 P to Q Kt 4	5 B to Kt 3
6 P to Q 3	6 Castles
7 Kt to Q B 3	7 P to Q R 3
8 B to K Kt 5	8 P to K R 3
9 B to R 4	9 P to Q 3
10 Kt to Q 5	10 B to Kt 5
11 Q to Q 2	11 B takes Kt
12 B takes Kt (a)	12 Q to Q 2
13 K to R sq	13 B to R 4
14 P to K B 4	14 Q R to K sq (b)
15 P to K B 5	15 Kt to Q 5 (c)
16 P to K Kt 4	16 B takes Kt P
17 Q to Kt 2	17 P to K R 4 (d)
18 R to K Kt sq	18 Kt to K B 6 (e)
19 Q takes B	19 P takes Q
20 R takes P	20 P to K Kt 3
21 Kt takes B	21 P takes Kt
22 R takes P ch	22 K to R 2
23 R to K Kt 3	23 Kt to Kt 4 (f)
24 R takes Kt	24 K to Kt 3
25 R to Kt 4	25 K to R 2
26 R to R 4 ch	26 K to Kt sq
27 R to R 8	Checkmate.

(a) It will surprise those who peruse this game that White did not adopt 12 Kt takes B ch the natural move. The reason was this: the game was one of no importance, and the first player thought the position was of a nature likely to lead to some combination, and he expected that if the Kt had taken B, the second player would have given up his Q, and all further interest in the *partie* been at an end. At move 13, too, White presumes upon his antagonist's play, and Black obligingly continues just as hoped for.

(b) If Black had taken the P with P, there were many interesting possibilities—*e.g.*,

	14 P takes P
15 R takes P	15 Q R to K sq
16 R to R 4	16 B to K Kt 3
17 R takes R P	17 P takes B
18 Kt K takes K B P ch (A)	18 K to Kt 2
19 Q to K Kt 5	19 R to K R sq (best)
20 Kt to K R 5	20 K to Kt sq
21 Q to K B 6	21 R to R 2
22 R takes R	22 Any move
23 Q or R mates	

(A)

18 R to R 8 ch	18 K takes R
19 Q to R 6 ch	19 B to R 2

And then, if white plays the natural move
20 Kt tks K B P 20 Q to K B 4 (!)

(c) Evidently designed to defend the B afterwards.

(d) He now sees that if 17 B to K B 6 18 R takes B but probably not that if then 18 P to K Kt 3 19 Q takes Kt P ch / P takes Q 20 Kt to K 7 dbl. ch / K to R 3 21 P takes P and mates, and if 18 P to Kt 4 20 Q takes Kt P ch / P takes Q 21 R to R 3 and mates next move.

(e) Most Rook-players would have pinned the Q, in which case White replies with 19 Q takes B, when, if 19 Kt takes Q White mates in 4 moves, and if 19 Kt to K 3 20 R takes Kt P ch / Kt takes R 21 Q to K Kt 2 and mates next move, while if 19 Kt takes K B P 20 P takes Kt / B takes R 21 Q to K Kt 2 / P to K Kt 3 22 Kt to K 7 ch / K to R 2 23 P takes P ch / K to R 3 24 Q to K Kt 5 mate.

(f) 23 K to R 3 or 24 Kt to R 5 were clearly fatal. Black had, however, a fine resource in 23 Kt to Kt 8 as White could not then take the Kt either with King or R. This reply would also have led to some variations of extraordinary interest.

We regret we have not space for the diagram and the series of interesting and brilliant variations, springing from Mr. Taylor's suggested move 23 Kt to Kt 8. The position is highly instructive, and will well repay any student the labour of examination.—EDITOR.

GAME 226.

French Opening.

Played in the Match between the St. George's and West-End Chess Clubs, at St. George's Chess Club, Dec. 2, 1876.

White. Prof. Wayte.	Black. Mr. Potter.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Kt to Q B 3	3 P to Q B 4 (a)
4 Kt to B 3 (b)	4 Kt to K B 3
5 B to K Kt 5 (c)	5 Q P takes P (d)
6 Kt takes P	6 Q to R 4 ch
7 B to Q 2	7 Q to Kt 3
8 Kt takes Kt ch	8 P takes Kt
9 B to B 3	9 Kt to Q 2
10 B to Q 3 (e)	10 P takes P
11 Q B takes P	11 B to B 4
12 B takes B	12 Kt takes B
13 Castles	13 B to Q (f)
14 P to Q Kt 3	14 Castles Q R
15 Q to K 2	15 P to K R 4
16 P to B 4	16 P to R 5 (g)
17 B to B 2 (h)	17 P to R 6 (i)
18 P to K Kt 3	18 P to K 4
19 K R to Kt sq	19 B to Kt 5
20 Q to K 3	20 Q to B 3
21 Kt to K sq	21 R to Q 5 (k)
22 P to B 3	22 B to Q 2
23 P to Q Kt 4	23 Kt to K 3
24 B to K 4	24 Q to B 2
25 Kt to B 2	25 Q takes P (l)
26 Kt takes R	26 Q takes Kt
27 Q takes Q	27 Kt takes Q
28 R to Q B sq ch	28 K to Kt sq
29 K to B 2	29 B to K 3
30 R to B 3	30 P to B 4
31 B to Q 3	31 B to Q 4
32 B to K 2	32 P to B 3
33 P to R 4	33 P to Kt
34 B to R 6	34 B to Kt 3
35 B takes B	35 K takes B
36 Q R to Q B sq	36 R to R 2
37 R to B 8	37 Kt to Kt 6 (m)
38 Q R to B 3	38 Kt to B 4
39 R to K B 8	39 Kt takes P
40 Q R to B 8	40 R to Q 2
41 R to Q Kt ch	41 K to R 3
42 R takes B P	42 R to Q 7 ch
43 K to K 3	43 R takes P
44 R takes B P	44 K to Kt 4
45 R takes K P ch (n)	45 K takes P
46 R to K R 8	46 Kt to B 6
47 R from K 5 to K R 5 (o)	47 P to R 4
48 R takes K R P	48 R to K 7 ch
49 K to Q 3	49 R to K B 7
50 P to K Kt 4	50 P to R 5
51 R to Q B 8	51 Kt to Q 4
52 K to K 4	52 Kt to B 6 ch
53 K to Q 3 (p)	53 Kt to Q 4
54 K to K 4	54 Kt to B 6 ch

And the game was given up as drawn.

(a) 3 Kt to K B 3 is the correct continuation.

(b) White fails to take immediate advantage of Black's third move by
4 P tks Q P 4 K P tks P
If 4 B P tks P, 5 Q tks P, and whatever

Black may play, White will maintain the Pawn.

5 P tks P	5 P to Q 5
6 Kt to K 4	6 P to B 7 (or A)
7 Kt to Q 6 (ch)	7 B tks Kt
8 P tks B	8 Q tks P
9 Kt to B 3.	

and White has two Bishops against Knight and Bishop, and the superior position of Pawns.

A

	6 B tks P
7 Kt tks B	7 Q to R 4 (ch)
8 P to B 3	8 Q tks Kt

[8 P tks P, 9 P to Kt 4, 9 Q tks P, 10 to R 4 ch, or 10 Kt to Q 3].

9 P tks P	

(c) 5 P to K 5, 5 K Kt to Q 2 would be, of course, in favour of Black. White could exchange the Pawns, and so isolate the adverse Q P.

(d) 5 B to K 2 was preferable. White would get no palpable advantage, whether he captured the Knight or either of the Pawns.

(e) 10 P to Q 5 would give White a great superiority of position.

(f) Black could safely capture the Pawn, *e.g.*:—

	13 Q tks P
14 Q R to Kt sq.	14 Q to B 6

[14 Q tks R Q would expose Black to a harassing attack].

15 B to Kt 5 (ch)	15 R to Q 2
16 K R to K sq	16 R to Q sq
17 Q to B sq	P to Q R 3

(g) Not very promising. I prefer 16 Q to Q 3, 17 B to B 8, 17 B to B 3.

(h) Well played. White displays good judgment of the position by refraining from the obvious coup, 17 P to K R 3, which would expose him to a very troublesome attack, *e.g.*:—

17 P to K R 3	17 P to K 4
18 B to B 2	18 K R to Kt sq
19 K to R 2	19 Q to K 3
20 Kt to Kt sq.	20 B to B 3
21 P to B 3 (best)	21 P to K 5

(i) The move is decidedly weak; Black should leave his K R P at R 5, which prevents the advance of the adverse K Kt P, and he should proceed with 17 P to Kt, threatening thereby Kt to K 3 at Kt to B 5 *e.g.*:—

	17 P to K 7
18 Q to K 3	

The best way to prevent the indicated manœuvre of the hostile Knight

	18 K R to Kt sq
19 P to Q R 3	19 B to B 3
20 P to Q Kt 4	

and Black may now simplify matters, still keeping up some attack by 20 B takes Kt, 21 Q takes B, 21 Kt to K 3, 22 B to B 5 [22 Q takes B P, 22 Q to B 3 or R takes P ch,] 22 K to Kt sq, 23 B takes Kt, 23 Q takes B. Black may also avoid exchanges by 20 Kt to R 3, 21 P to B 5 [21 Q takes Q (?), 21 B takes Kt or R takes P ch], 21 Q to Q sq.

(k) Black does not play 21 P to B 4, on account of 22 Q takes P, 22 K R to K sq, 23 B takes P ch, etc.

(l) I do not think that black was obliged to give up the exchange. Why not 25 R takes P, and if 26 Q takes P 26 B to B 3 ?.

(m) Mr. Potter plays the ending in the best style. The manœuvre of the Kt must win the adverse Q R P.

(n) 45 R to Q R 8 would avail nought on account of the continuation; 45 R to R 8, 46 R takes K P ch, 46 K takes P, and White dare not capture the P, as Black then advances the Pawn to R 7.

(o) This loses important time, whilst the adverse K R P could be won later, White should advance at once his Kt P. and would then probably win.

(p) If 53 K to K 3, Black rejoins with 53 R to B 8, and if 54 K to Q 3, then 54 P to R 6. If 53 K to B 4, then 53 P to R 6, 54 P to Kt 5, 54 R to B 8, 55 R to Q R 8 (best), 55 P to R 7, 56 R takes P, 56 Kt takes R, 57 P to Kt 6, 57 Kt to B 6, and Black will draw, whether White advances the Pawn or plays K to K 5.

GAME 227.

Bishop's Game.

Played on the 16th December, 1876, in the West End Chess Club, blindfold, with 15 other games.

White.	Black.
J. H. ZUKERTORT. (blindfold)	Dr. BALLARD
1 P to K 4	1 P to K 4
2 B to B 4	2 B to B 4
3 Kt to Q B 3	3 Kt to Q B 3
4 P to Q 3	4 K Kt to K 2 (a)
5 Kt to B 3	5 Castles
6 P to K R 4 (b)	6 P to Q 3 (c)
7 Kt to K Kt 5	7 B to K 3 (d)
8 Q to R 5	8 P to K R 3
9 Kt takes B (e)	9 P takes Kt
10 B takes P ch	10 K to R 2
11 Castles (f)	11 Kt to Q 5
12 B to Kt 3	12 Kt to Kt 3
13 B to Kt 5	13 Q to Q 2
14 Kt to Q 5 (g)	14 P to B 3
15 Kt to K 3	15 Kt to B 5
16 B takes Kt	16 R takes B
17 Q to Q sq (h)	17 Q R to K B sq
18 Q to Q 2 (i)	18 Kt to B 6 ch (k)
19 P takes Kt	19 R takes B P
20 K R to K sq	20 Q to R 6
21 P to B 3	21 Q to B 5
22 B to Q sq	Black mates in two moves

(a) A bad continuation. Black should play 4 P to Q 3.

(b) Preparing an immediate attack against the adverse King's quarters.

(c) 6 P to K R 3 would not prevent 7 Kt to K Kt 5, *e.g.*:—

	6 P to K R 3
7 Kt to K Kt 5	7 P takes Kt
8 P takes P	8 P to K Kt 3

9 Q to B 3, and Black cannot avoid the mate threatened by 10 Q to B 6, or 10 Q to R 3 Black would, however, not capture the Knight on the 7th move, but proceeds with 7 Kt to R 4. White's best course, therefore, in case of 6 P to K R 3, was 7 P to K Kt 4, and after 7 P to Q 3, 8 K R to Kt sq.

(d) Black could prevent any numerical loss by 7 P to K R 3, 8 Q to R 5, 8 Q to K sq; his position was then, however, very cramped.

(e) Hastily played. White could now safely accept the offer of the exchange, *e.g.*:—

9 B takes B	9 P takes B
10 Kt takes P	10 B takes P ch
11 K to Q sq	11 Q to Q 2 (best)
12 Kt takes R	12 R takes Kt
13 Kt to K 2	

(f) Not very satisfactory, but there was hardly anything better.

(g) This injudicious move turns the tables. White should play 19 Kt to K 2, which would force the exchange, or retreat of the adverse Knight, and so prevent any adverse attack.

(h) Black threatened to win the Queen by 17 Kt to B 6 ch, 18 P takes Kt, 18 P to K Kt 3, 17 Kt to B 5, 17 Kt takes Kt, 18 P takes Kt, 18 R takes P at B 4, 19 Q to Kt 4, as I pointed out during the play, would have saved the game.

(i) I did not venture 18 P to B 3, on account of 18 Kt takes B, 19 Q takes Kt, 19 R takes B P, 20 R takes R, 20 B takes Kt, 21 Q R to K B sq, 21 Q to Kt 5, 22 Q to B 2, 22 Q takes 23 Q toR P, K 2 23 Q to B 5. Black will force the game by advancing his K Kt P.

(k) A brilliant, but sound, *coup*, which shatters Whites game to pieces. Black conducts the second part of the *partie* in very good and spirited style.

(l) This and the two next moves of White need but one explanation. His game is irretrievable, so he acts on the principle *ut aliquo facere ordinamus*.

GAME 228.

French Opening.

A Skirmish at the Divan.

White. Mr. C.	Black. Mr. W.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 P to Q B 4	4 Kt to K B 3
5 B to K Kt 5 (a)	5 B to K 2
6 Kt to K B 3	6 Castles
7 Kt to Q B 3	7 Kt to K 5 (b)
8 B takes B	8 Q takes B (c)
9 Kt takes P	9 Q to Q 3
10 B to Q 3	10 R to K sq
11 Castles	11 P to Q B 3
12 Kt to K 3	12 Kt to Q 2
13 P to B 5	13 Q to B 3 (d)
14 Q to B 2	14 Q to Kt 3
15 Kt to R 4	15 Q to Kt 4
16 Q Kt to B 5	16 Q Kt to B 3
17 P to B 4	17 Q to R 4
18 B to K 2	18 Kt to Kt 5
19 B takes Kt	19 Q takes B
20 P to K R 3	20 Q to R 4
21 P to K Kt 4, and wins the Queen.	

(a) Paulsen, who is an accomplished master of this particular variation, played here B to K 3. (b) A premature sortie.

(c) Kt takes Kt would avoid the loss of a pawn.

(d) The beginning of the end. The square should be left open for the Q Kt.

GAME 229.

Evans' Gambit.

Played a short time ago, at the St. George's Chess Club.

White. J. H. ZUKERTORT.	Black. Prof. WAYTE.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to B 4
6 Castles	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 P to Q 5	9 Kt to R 4
10 B to Kt 2	10 Kt to K 2
11 B to Q 3	11 Castles
12 Kt to B 3	12 Kt to Kt 3
13 Kt to K 2	13 P to Q B 4
14 R to B sq	14 P to B 3
15 K to R sq	15 B to B 2
16 Kt to Kt 3 (a)	16 P to Kt 4
17 Kt to B 5 (b)	17 P to Kt 5 (c)
18 R to K Kt sq (d)	18 B takes Kt
19 P takes P	19 Kt to K 4
20 B takes Kt	20 B P takes B
21 Q to Q 2	21 Kt to Kt 2 (e)
22 Kt to Kt 5	22 Q to B 3 (f)
23 Kt to K 6	23 R to B 2
24 P to Kt 4	24 Q to R 5
25 R to Kt 3	25 B to Q sq
26 Q R to K Kt sq	26 P to K R 3
27 P to Kt 5	27 B takes P
28 Kt takes B	28 P takes B
29 R to Kt 4	29 Q to R 4
30 Q to K 3	30 Q R to K B sq 2
31 R takes K Kt P	31 Q to R 3
32 Q to R 3	32 Kt to Q sq
33 R to R 5	33 Q to B 5 (g)
34 Q to R 3	34 R to B 3 (h)

White announces mate in seven moves.

(a) The usual continuation at this juncture is 16 Q to Q 2, 16 R to Kt sq, 17 Kt to Kt 3, 17 P to Kt 4, 18 Kt to B 5, 18 P to B 5, 19 B to K 2, 19 P to Kt 5, 20 B to Q 4, 20 P to B 6, 21 Q to Q sq. The course adopted in the text is preferable, I think, although it allows Black to advance immediately his Q Kt P, it saves White two moves with the Queen.

(b) White dare not capture the proffered pawn on account of the reply 17 R to Kt sq, and if 18 Q to K 2, then 18 Kt to B 5.

(c) A very ill-advised trap (see note d), Black's best continuation was 17 P to B 5, 18 B to Kt sq, 18 P to Kt 5.

(d) Black's intended 18 P to B 5, 19 B takes P, 19 Kt takes B, 20 R takes Kt, 20 B to R 3. White's simple rejoinder not only preserves the attack, but prevents likewise any hostile advance on the Queen's flank.

(e) If 21 P to K R 3, White proceeds with 22 P to K Kt 4.

(f) 22 Q to K 2 would be next, with 23 Kt takes P.

(g) Black's game is past redemption. Should he play 33 Q to B 3, White forces the victory by

34 Q to R 3	34 R to Kt 2 (best)
35 R to Kt 6	35 Q to K 2
36 R to R 8 ch	36 K to B 2
37 R takes P ch	37 K to K sq (best)
38 R takes Q ch	38 K takes R

If 38 R takes R, then 39 B to Kt 5 ch.

39 Q to R 4 ch

(h) 34 R to Kt 2 would be equally fatal, as following continuation shows :—

	34 R to Kt 2
35 R to R 8 ch	35 K to B 2
36 R takes P ch	36 K takes R (or A)
37 Q to R 7 ch	37 K to B 3
38 R takes R ch	38 R to B 2 (best)
39 Q to R 8 ch	39 K to K 2 (best)
40 R to K 8 ch	40 K to Q 2
41 R takes Kt ch	

and White mates in three moves if 41 K to B 2; in two moves if 41 K to K 2.

A.

	36 K to B 3
37 R takes R ch	37 R to B 2 (best)
38 R to Kt 6 ch	38 K to K 2
39 P to B 6 ch	

SOLUTIONS OF PROBLEMS.

864.

1 R to R 7	1 Q to B 5 (a)
2 Q to Q B sq	2 Aught
3 Mates	

(a)

	1 K takes R
2 Q to Q 4 ch	2 K moves
3 Q mates	

865.

1 K to Kt 2	1 B takes Kt (a)
2 Q to Kt 7	2 Aught
3 Q mates	

a,

	1 K takes Kt (b)
2 Q to Q B 2 ch	2 Aught
3 Q mates	

(b)

	1 B to Kt 2
2 Q to K Kt 3 ch	2 Aught
3 Mates	

866.

1 Q to K R 2	1 R takes Q (a)
2 Kt to K 8 ch	2 Kt takes Kt
3 Kt mates	

(a)

	1 B takes R
2 Kt to K 6 (double ch)	2 Aught
3 Q mates	

867.

1 R to K sq	1 K moves
2 Kt to Q 5	2 Aught
3 Mates	

(a)

	1 Any other move
2 Kt checks at Q B 4, or K B 5 according, and Q mates	

868.

1 Kt to Q 5	1 Any move
2 Mates	

869.

In this problem the B Kt should be removed from the board.

1 Q to Kt 4	1 Aught
2 Mates	

870.

1 B to R 8	1 B to Kt 4
2 Q to R 7 ch	2 Kt covers
3 Q takes Kt, mate	

871.

1 R to K 8	1 K to B 2 (a)
2 Q to Kt 2	2 Any move
3 Q mates	

(a)

	1 Kt to K 2
2 R takes Kt	2 Any move
3 Q mates	

872.

1 Q to Q Kt 8	1 K takes P (a)
2 Q to Q 6	2 K to B 6
3 B mates	

(a)

	1 P to Q 3
2 Q to Kt 4 ch	2 K moves
3 Kt mates	

873.

In this problem a White P was omitted at K R 3.

1 R to B 2	1 P to Q B 5
2 Q to Kt 8	2 Aught
3 Q mates	

874.

1 Kt to K 4 dis ch	1 K to Q 2 (a)
2 R to Q B 6	2 Any move
3 B to K 8 ch	3 Any move
4 Mates	

The variations are obvious.

875.

1 B to Q B 2	1 K takes Kt
2 B to Q sq	2 K to Q 7 (a)
3 R to K B sq	3 K moves
4 B mates	

(a)

	2 K to B 5
3 P to K 4	3 P takes P
4 R mates	

876.

1 Q to K Kt 5	1 K to K 5
2 Q to K R 5	2 K to Q 5
3 Q to K B 5	3 K to B 5
4 Q to K 5	4 Aught
5 Q mates	

OUR PORTRAIT GALLERY.

"CAVENDISH."

Henry Jones is the first Whist celebrity our artist presents to our readers. By profession a surgeon, son of a surgeon and Whistplayer, son of that Jones whose name appears on the committee appointed by the Portland Club, to settle the laws of Whist, and distantly connected with that Charles Jones who so well edited Hoyle's games in the year 1779. The boy played Whist with the father, who was in Whist a strict disciplinarian. The father played with the best players of his day, and was a fine player; Henry was therefore taught by a master of the game. There is no record of the first game played by our hero, but, as he was born in London in November 1831, and was shortly after out of swaddling clothes, we assume that he began Whist about '34, and, like the port of that year, he has gone on improving ever since. He was educated at King's College, and his studies for the medical profession were continued at Bartholomew Hospital, and he practised his profession for some years.

About '56 a few enthusiastic players young players met at the chambers of one of their number in Lincoln's Inn, and began the serious study of Whist. They played every hand out, took notes of the result, discussed the points of the game without getting into a passion. They recorded the games, and whenever they had points on which they differed they reduced them to writing, and took the opinion of that ever good-natured friend and adviser, Mr. Clay. Mr. Clay has gone to his long home—peace to his ashes. Cavendish follows in the footsteps of Mr. Clay. He has always endeavoured to answer every question sent to him, and in this respect his courtesy and industry know no bounds. We are not sure that disputants at cards quite realise the trouble they give, and the tax on the time and brain that their questions demand—questions, be it said, sometimes cunningly put, and not, as they should be, straightforward. In December, 1861, Dr. Pole wrote an article in *Macmillan*, in which he recommended that hands of Whist as actually played should be published in the same way that Chess games have been printed from time immemorial, and it then occurred to Cavendish that the games played in Lincoln's Inn might be turned to account. They were shown to Professor Pole, and that gentleman strongly advised publication. In accordance with this advice, Cavendish, assisted by his friends, in 1862 published his Whist Book. It was a very diminutive affair compared to the present portly volume. In 1875 it reached its 11th edition, and it has been constantly referred to in these PAPERS as the most valuable and the most scientific work extant on the subject. It has not the simplicity or style of Mr. Clay's treatise, but it is more logical and exact, and it gives reasons for the principles and illustrates, these by means of hands played through. This was the first time a hand had ever been published. In the later editions suggestions have been made to improve the game, with which we have not always concurred. Amongst these we may mention the echo of the call, the lowest but one lead from five, or more cards, and so on. Amongst the novelties he has introduced is that of the discard being regulated by the strength or weakness of your adversary. Thus, if your adversaries are playing a strong game, and they have the command of trumps, you are not to discard from your weak suit, but from your strong suit. The name Cavendish was not taken from the Club of that name, which ceased to exist some two or three years ago, and which, to the last, included amongst its members names now familiar to the Whist world some of whom contended successfully against the members of the Westminster Chess Club for the Cup started by the latter Club to endeavour to promote friendly rivalry amongst Whist Clubs, an idea that ought still to be successful. Finding that the Whist book was a pecuniary success, and that publishers were anxious to obtain his services, and possessing some means, Cavendish relinquished the idea of killing people according to law, and henceforth to devote himself to their amusement; and from this time forward we find articles on a variety of subjects from his pen in *Chambers' Journal*, *London Society*, *Gentleman's Magazine*, *Once a Week*, *Chambers' Encyclopædia*, *English Encyclopædia*, *Encyclopædia Britannica*, *The Queen* and *The Field* newspaper. In the latter paper he has for a series of years most ably conducted the Whist column. We can scarcely recall the various games that he has described. Suffice it to say that he wrote the best Whist laws that ever appeared, and it would be a great comfort if all Whist players would adopt his code in preference to the established laws. He acted as Secretary to the Piquet Committee, and we must not abuse him for faults for which he may not have been answerable, but we believe the Committee are now heartily ashamed of their work. He wrote a set of laws on Bezique, and to show how large a number of players at this game there must be, we are within bounds when we say 60,000 copies have been sold. This fact might make a publisher's mouth water. The following are the names of the other books Cavendish has published:—*Guide to Whist*, *Whist Leads*, *Guide to Bézique*, *Ecarté* (very good), *Eucre*, *Spoil Five*, *Calabrasella*, *Billiards*, *Polish Bézique*, and *Cribbage*. During the nine years that these PAPERS have been in existence we have occasionally differed from Cavendish. Once, and once only, we made him angry, which is saying something for his temper. Some people say he is not good tempered. In nine years he has only been (to our knowledge) angry with us once. We therefore must speak of him as we find him, as a good-natured man, and not like his chief at the *Field*, whose maxim is never to forget or forgive. In points of law and etiquette we are as substantially in accord as it is possible for two independent minds to be. As a player he is skilful in all the games he has attempted to master, and if he has not succeeded in becoming A 1 in any of these, he has been so near to the top that he could never be otherwise than a dangerous opponent. At Whist, he is an extremely careful, steady player,

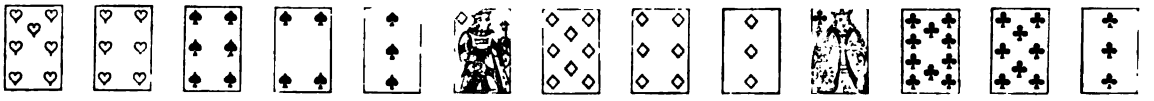
seldom taking liberties with the game, trusting all that he has reason to trust, and expecting trust (which is the foundation of Whist) in return. At Piquet, he thinks himself a little stronger than he is, but this is a fault on the right side. At Croquet he is very strong, but each year some brilliant light appears to prevent his obtaining the first prize.

No. 128—DOUBLE DUMMY PROBLEM.

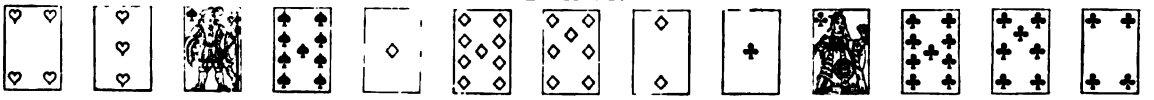
By Mr. F. H. LEWIS.

A's Hand.

X's Hand.



B's Hand.



Z's Hand.

Clubs trumps. A to lead. How many tricks can A and B make?

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 127.

1. A leads Hearts; X passes B Hearts 10; won by B.
*2. B leads Club 9; Z passes; Ace, Club K and Club Kn; won by A.
3. A leads Hearts Ace; won by A.
4. A leads Hearts; won by X.
5. X leads Club Q; won by A.
6. A leads Spade Ace; won by A.
7. A leads Spade Q; won by A.
8. A leads Spade 6; won by B.
9. B leads Spade 2; A discards Clnbs; won by B.
10. B leads Diamands; A puts Ace; won by A.
11. A leads Diamonds; won by X.
12. X leads Diamonds; won by X.
13. X leads Clubs; won by A.

Ttus X and Z make 3 tricks.

* If 2 Hearts, the 9 with the 10, A and B make 5 by cards, because after the trumps are out, to the long Spade A discards Diamond 9, and throwing the Club into X's hand, he must play Diamond up to A Q.

Solutions all wrong.

ADDITIONAL NOTES TO HAND 154,

PUBLISHED IN THE LAST No. OF THE "WESTMINSTER PAPERS."

TRICK 2.—X having two strong plain suits, and seeing from the score the adversaries go out by honours, unless he finds his partner with two of them, does well to play a trump; but, of course, in accordance with rule should have led the 10, as a strengthening card to his partner. Trick 4. The lead here was right, not, however, on the ground A was bound to continue his only strong suit (as to which see my remarks to Trick 4 of Hand 149 in my notes published in the last No. of these Papers, in which there was no apparent reason for departure from general rule), but because he was playing to the score; for notwithstanding X's irregular lead, at trick 2, B might have the Club Kv, and as A himself had the Heart 9 and his partner dropped the 7 to X's 10 in trick 1, B could but have the 8, or no more of that suit; therefore, should B have the third honour and A succeed in forcing him, they both save and win the game. Trick 6. From the fall of the cards in the immediate preceding trick, the long trump is declared with Z, and the lead has now become an embarrassing one. On one side it may be argued that the Ace and Q of Hearts being the only two remaining ones, out of A's hand, may be distributed between his adversaries, and if the Ace be with Z, he would be forced to come up to B, fourth hand, in one of A's

weak suits; on the other side it may be urged, that supposing the Hearts to be so distributed, the Ace may be in X's hand, but still more probably they may be found in one hand only of the adversaries, in which case the Q must make, which it could not have done if A had desisted from leading his only strong suit, keeping the Kg of it guarded; and still further, one of the adversaries must in the latter event get two discards, and which, if they came from Z (as actually occurred), would place A and B in still worse plight.

The balance of argument seems to me in favour of A's leading from one of his weak suits, and this would have saved and won the game for A and B. Hoyle properly classes Whist among the mixed games of skill and chance. Good old Mathews, as he was called, and who in his day was much respected both as a man and Whist player, with reference to Whist being a game of skill, defines it in the introduction to his essay on "Advice to the young Whist Player" as one of "calculation, observation, and position," and he adds, a little further on, that "position is the art of using the two former to advantage, without which they are of no use." As, however, at the 6th trick none of the elements of calculation, observation, or ascertained position, could avail A in any of the plain suits, it must be admitted that the ultimate result as to which party was to be successful was one of mere chance; but still if it can be conclusively shown, by any process of reasoning, however long and intricate it may be, that A's last lead was erroneous, a wrongful loss of the game must be attributed to him. However, the result could not have been possibly predicted. E. J.

[The notes to Hand No. 149 in our last were by E. J., not, as it appeared, J. E.—Ed.]

DOUBLE DUMMY PROBLEM. No. 126.

After our Manuscript was in the hands of the Printer, we received the correct solution from "Beta." This being the only correct solution, "Beta" wins the Prize.

WHIST JOTTINGS.

Whist was invented by the gods to be destroyed by the wickedness of man. No game gives greater opportunities for intellectual enjoyment, At no game do men suffer greater misery. A game that should be all sweets is made by human perversity all bitters. An apple pie is improved by a slight addition of quince, so we have the apple pie made of all quinces. We improve the game of Whist by adding bitters, and at last it is made with bitters alone. At no other game can men be so perverse. They begin by refusing to play Whist because there are only four players present, and they hate playing four because they get so fatigued, knowing full well that before the rubber is over a fifth will want to come in, and this rubber being over they will quarrel as to whose turn it is to go out. One player will say, "Oh, I can only play one more rubber, my train goes in ten minutes, so let me play for you." Under such circumstances almost any one will give way until he finds his good nature imposed upon. We have seen a player thus retain his seat for three rubbers after obtaining his second rubber as an act of courtesy. It is never the turn of some men to go out. We saw a case of this sort last week, eight rubbers had been played to our knowledge. It was painfully impressed upon us that eight rubbers had been played. One player admitted that he had only been out once, but persisted that he had only played two rubbers at the most. We told him that by the law of the Medes and Persians, and by figures that could not lie, that in eight rubbers it must be time for him to go out a second time. Yet our friend persisted and said, "Oh, yes, you are so very clever," and something else very ironical, and of course he kept his seat, and to prevent a row some one else gave up. Yet do the figures lie? Must every man go out twice in eight rubbers? Unless Mr. Proctor, or our own mathematician, will show cause to the contrary, we shall still believe that our friend should have gone out a second time in eight rubbers. He would not cut into a table of four, because of the fatigue. We went away and dined, and when we returned, we found the same four players still at work and another looking on willing to come in. Courtesy would suggest an invitation to come in. Some people would prefer a 5th to relieve the monotony. Not a bit of it. A 6th came in and declared into the table. At the end of the rubber some of the players wanted to go to dine. It was about 9 o'clock, and some people do get hungry by that time. Mr. Positive insisted on another rubber. He was losing; 'give me another chance,' and the same thing went on for 4 or 5 rubbers, and each time the players were persuaded to go on playing against their will, and each time players Nos. 5 and 6 were kept out. Of course players 5 and 6 need not have given way unless they pleased, any more than the other players need have continued to play against their inclination, and to the injury of their digestive organs. There is a certain amount of sympathy for a big loser, but players Nos. 5 and 6 have nothing to do with the loss. They came to play their rubber and not to look on all night, and it is of very little importance to them that Z has lost largely. Even from Y's point of view the losses are just as likely to continue if Nos. 4 and 5 come in. The luck may continue or may change. From our point of view we think that if Z went out of the table in order, and rested and became more calm and less excitable, he would have a better chance. Be it remembered that at 3 o'clock Z would not play because there were only four players. Having played six hours, until 9, he wants to continue without any change. One strong-minded man like this keep players up all night. But can it be thought good manners to keep out Nos. 5 and 6

in this way, and are good manners no longer necessary in this our day. It is a selfish age, but nowhere do we see the selfishness more developed than at the Whist Table. Some men seem to think that a Whist Club is made for them alone, and that none but they have any rights or feelings. One wants to come into Table A, and the positive man says, 'Oh no, go to Table B; they are greater muffs than we. They are more of your strength. They do not bet and we do.' We do not argue that the new comer might be wiser to go to the muff table (by which be it understand not bad players but small bettors), but surely that is for him to judge. The big bettors have no more rights in a club than those willing to play the club points only. Each man being on an equality, each man must judge for himself. We have often wondered why it is that men make themselves so disagreeable at the Whist Table, and why they take so many liberties. Is it in order to prevent others from coming into the table at which they play? It has that effect on us, but on few, if any, others. If we could ensure a profit of £10 per day, there are some men with whom we would not play. We do not know the market price of a good headache, but we feel sure that would ensue if we played with some men that we observe at a respectful distance. Noise and wrangling we have spoken of so often, that both our readers and ourselves are heartily sick of the subject. A club is not made for a *clique*. Men do not subscribe to a club for the pleasure of A, B, C, and D. Yet as it seems to us, clubs are appropriated by these A, B, C, and D. They are the only persons to be considered, and those outside the charmed circle are but dogs. If the object of these players is to play alone, why not take a room to themselves. If the object be to break up a club they can find no more effectual way of compassing that end. What young player could join a club for the purposes of Whist if Whist is not to be obtained. Who would join in a circle when the courtesies of society are entirely ignored, and where one or two selfish, ill-bred and ill tempered men carry all before them by noise and wrangling—where no one is to be considered but these two, and all the rest are to suffer in health and pocket by their continued disputes. There is no more chance of obtaining right by arguing with them than with a Billingsgate fishwife. Yelling takes the place of argument, and the fishwife retains the fish that we have paid for. Whist under such conditions necessarily deteriorates, yet the members of such cliques as we have described believe that they, and they alone, play Whist. All principles are set at naught as the fads of bookworms, rules perhaps adapted for the schoolroom, but not for men playing for money. A partner is a silly individual placed opposite to you, to be knocked down or trodden upon or otherwise abused. He is the scapegoat for their sins. He always plays wrong, and generally wrong on purpose. They not only abuse their partner for being deceived by their adversaries, but they abuse him for being deceived by themselves

These sort of players always put on Ace, having Ace, King and more, and they always assume that their partners know where the King is, and that their adversaries never know anything about it, but if the unhappy mortal cannot see that the King is with the Ace, does he not get a wigging? The principal innovations in play practised by these lights are (1) always lead from your weak suit. (2) Always play that card least known to the books. (3) A thirteenth in the middle of the hand is considered very effective, and is generally assumed to have won or saved the game. (4) No game can be won on the old-fashioned long suit system. (5) Wait for your adversaries to lead your suit. They do this on the same principle that you have done, because they will lead from their weak suit. (6) Except as provided by (3), never force your adversary; rather change your suit (7). If your partner has the second best Trumps guarded force him, he may then get two tricks. (8) If you have the second best of your adversaries' suit guarded, and you can force your partner, do so, because he makes a trick and the best of the suit may fall. (9) If your adversary signals lead Trumps; sometimes through the signalling but anyway lead Trumps. (10.) The old-fashioned principle was to force the strong hand, partly because you thereby weaken him in trumps, but you also force him to open suits instead of being led up to. In the new school this system is considered rotten, and our clique always open each suit in turn, making the strong hand 4th player in each suit. This is considered very fine play. (11) Etiquette is exploded. If you want to see any of your adversaries' tricks, turn them over. Then say "that is not the last," and look at your own. (12). Always draw your card when the rules of the game prohibit your so doing. (13.) Tell any lie rather than admit that you made a blunder. (14.) If any one says you revoked howl him down, and in case of need swear by all that others consider sacred that the card belonged to some one else. Some time ago we gave a series of Whist Maxims. We gave these from play we had actually seen, but we did not intend them to be taken quite seriously. As, however, some happy reader thought those maxims were intended as true guides, we guard ourselves on this occasion by saying, although the above rules are constantly put in practice by the new school, we do not entirely believe in their soundness. It may be necessary to know certain styles of play in order that our readers may know what to avoid.

Obituary.

On the 28th January ROBERT HENRY PEARPOINT, of The Terrace, Kensington, and Leicester Square, Solicitor, departed this life, aged 59. Few men were better known in the Theatrical and Whist world—a somewhat uncommon combination. He was a very genial kind-hearted fellow, and a great favourite with all who came in contact with him, and there is not one who will not share our regret at the loss of one familiarly known as "Bobby." As a player he was nowhere. As a bettor he was unrivalled. He would sit an evening through and win more than all the players put together. For some years past he has been a great sufferer, but he bore his pain with great fortitude.

PLAY AN ACE ON A KNAVE. *(Clay.)*

THIS is one brief, peremptory, and unqualified direction. Cavendish says that the Ace should be played on a Knave led by a good player—a very vague statement—and I find not another word on the subject: some time ago I asked whether if this is to be always the play, and no discretion is to be used, anybody would give me a few reasons in its favour. The lead is either from a weak suit with a Knave at the head of it, and there are many hands where such an original lead is the best, when no possible advantage can be gained by playing the ace; or it is from King, Queen, Knave, with 5 or more; now if the lead is to be assumed to be from more than six, it may be from any number; all calculation is upset, no man plays Whist on the theory that suits will not go twice round, except in this case, and the Ace might as well be kept up on the ground that it might be ruffed first round. All reasoning must begin from a premiss of some kind, and it appears a tolerably sound one that two in five will, at any rate, go twice. Assuming the lead then to be the ordinary one, I, with no particularly strong suit that I wish to lead, hold Ace and two others; that leaves five of the suit for the third and fourth players, and seeing every prospect of the suit going twice round I pass it, and as a signal for trumps is often given in the first two tricks, if the Knave wins I play the Ace on the second trick and find either (1) a signal from my left hand adversary, (2) a signal from my partner, (3) I see what is the probability of my partner ruffing the third round, (4) my Ace may be ruffed, (5) my partner may discard, (6) I may have to take the second trick and be just as wise as if I had taken the first. In the first three cases I occupy a commanding position, and one worth running an infinitesimal risk to obtain. I have the lead with, to some extent a knowledge what to do next. (1) I can at once take steps to save the game, if it can be saved; (2) here the lead is an incalculable advantage; (3) whether I deliberately force my partner, or refrain from doing so, he derives useful information as to my strength in trumps; (4) here is an apparent loss of a trick, but it is only apparent, because if I am compelled to lead in utter ignorance, it is very odd if that doesn't result in knocking at least one card of my partner's or my own on the head, which under happier circumstances would have met with a better fate; (5) I can either force my partner or lead his strong suit, he can infer from my lead what I hold in the suit; and we then open the game in a rational manner with some idea of what is before us. (6) There is no difference either way—so much for this lead when, as Cavendish says, it it made by a good player; but before hurrying to play the Ace, we must take into account that we may not be playing Whist at all. There are the bumblepuppy players, a numerous race, who lead anything. In addition to all the genuine foreigners, there are the travelled Britons, who, on the strength of having spent a week at Boulogne, keep us acquainted with the circumstance by leading Knave from King, Knave, 10, for evermore. There are all the misguided people who lead Knave with King, Queen Knave to 4, or with King, Queen, Knave, only; and there are the fearful and wonderful natural geniuses who despise the literature of Whist, who consider it is their mission to make all the tricks themselves, and play any card most likely to deceive the table generally, their vagaries being only limited by whether these make any difference to themselves. Looking at all these things, it appears to me that, with an ordinary hand containing an honour in each suit, but with no commanding strength in any, the advantage is decidedly in favour of keeping up the Ace. I am open to argument, and if any of your readers will kindly shew me the other side of the question, I shall be obliged, but, as at present advised, I dissent from the view held by many, that the dictum at the head of this letter, because it is in the imperative mood, is necessarily a conclusive piece of reasoning.

PEMBRIDGE.

IS IT A REVOKE?

Referring to the letter of Mr. F. H. Lewis on this subject in our December Number, p. 150, we have been favoured with the two following cases and decisions by that well-known authority on the laws of Whist, Mr. H. B. Mayne, one of the Committee appointed by the Arlington Club to settle the Laws of Whist.

CASE No. 1.—A and B *v.* C and D.—Clubs Trumps.—A leads King of Diamonds, which makes. A then leads Queen of Clubs (trumps); C, his adversary on his left, plays a small one; D, thinking that A had led a Diamond, played a small Diamond before A's partner, B, had played to the trick. C, seeing his partner, D, play a Diamond, puts down his cards on the table, saying, "Partner, I have only three small trumps; if you have no trump the game is over." D then says, "Yes, I have a Club." *Question.*—Has D revoked? *Decision.*—D has not revoked—*i.e.*, the revoke is not established, and D is at liberty to substitute one of his trumps for the Diamond, subject either to this card being called hereafter, or to his being required to play his highest or lowest trump to the trick in question. Reasons:—It would perhaps be a sufficient ground for this decision to say that it is strictly in accordance with the laws, "The trick not having been either turned or quitted, and neither the revoking player or his partner having led or played to the following trick." I cannot consider C putting down his cards to the table equivalent to either leading or playing to the following trick. Under Rule 58, no penalty is attached on

his partner by the fact of any player throwing down his hand under the impression that the game is either lost or won. The penalty, of having all his cards called, is strictly confined to himself. If it were held in the case before us that D's revoke was irrevocably established, he would have been very severely punished by C's having thus thrown down his hand, for which I see no authority in the Laws. I am, of course, aware, that C was the original sinner in this case, and that instead of throwing down his cards he ought to have asked D whether he had not got a trump; but it is obvious that there was no "*male fides*" in the case, which fact is always a more or less important ingredient in giving decisions, and he could claim no possible advantage by throwing down his cards and giving up the game, certainly no greater advantage by doing so at this time than if he had done so before his partner had played at all to the trick in question. I would be very sorry that it should be considered that this decision is at variance with a decision given by the late Mr. Clay (Case VIII. p. 115, the last edition of the *Laws of Short Whist*). I consider that decision a strictly proper one, and one that cannot be questioned; but that the case itself is not an analogous one to that now before us. H.B.M.

Turf Club, *November*, 1876.

Case No. 2.—A leads a trump. B discards a heart. B's partner wins the trick, whereon, before the trick is turned, B throws on the table the two best trumps. *Query.*—Is the revoke established? There was no game claimed, because the game was not even won by the alleged revoke. *Decision.*—The revoke is established. Reasons: I consider the fact of B's throwing on the table the two best trump cards, "an act of playing to the following trick" (see *Laws of Whist*, Rule 73, "A revoke is established if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick"). B, in fact, by throwing down his cards, and claiming the two tricks led out of turn, but he decidedly led. This decision appears to me to be perfectly consistent with the decision I gave the other day, "That the fact of a player throwing down his cards, and giving up the game, does not establish a revoke as against his partner." When a player throws down his cards in this way, he not only does not lead, but he abandons all right of playing any particular lead, or of any control whatever over his own hand, and there is a very heavy penalty for what he has done. All his cards are liable to be called. In this case, however, there would be next door to no penalty at all, unless the revoke is held to be established, whilst if the revoke had not been discovered he might have gained a very great advantage. It would be a case of "Heads I win; tails you lose." H.B.M.

Turf Club, *December, 1876.*

N.B.—This decision appears to strictly in accordance with the late Mr. Clay's decision quoted above.

PROPOSED LAWS OF POKER.

Compiled by the Editor of the Westminster Papers

The Order or Value of the Hands.

1. A Straight Flush, *i.e.*, a sequence of five cards of the same suit, ex. Ace, King, Queen, Knave, 10—9, 8, 7, 6, 5. The highest sequence is best. The Ace counts in sequence with the Knave, not with the two.

2. Fours, ex. four Aces, four Kings, and so on downwards.

3. A full, *i.e.*, three and a pair, ex. three Aces and two Threes; three Kings, and two Twos.

3a. Flush, five cards of the same suit.

4. Threes, ex. three Queens, three Twos.

5. Sequence, any 5 cards of different suits following in consecutive order, ex. 10 of Clubs, 9 of Hearts, 8 of Spades, 7 of Diamonds, 6 of Hearts. In a sequence Ace counts with King, Queen, Knave, 10 or 2, 3, 4, 5.

6. Two Pairs, ex. two Knaves and two Tens. If two players have two pairs, the holder of the highest pair wins. In cases of equality the highest fifth card wins.

7. A pair.

8. Having none of the above, the highest card wins.

The Mode of Play.

1. The dealer is ascertained by lot. Two packs of cards are used, and they should be heavy. Those cards with the value at the top are preferred. The cards are cut by the player to the right of the dealer. Anyone may shuffle, but the dealer shuffles last. If the pack is imperfect, the hand in which the imperfection is discovered is void.

The dealer deals five cards to each player. He must deal one card at a time in regular rotation round the table, beginning to the left. If in dealing one card is exposed the player to whom the card belongs must take it. If two cards are exposed, there must be a fresh deal. The dealer deals again, and there is no penalty for the misdeal. If a player has only four cards it is a misdeal, unless he has looked at his cards. If he has six cards, and does not declare that he has a superabundant hand before looking at his cards, he must throw up his hand.

2. The player to the dealer's left puts in one counter; the second player puts in two blind, that is, without looking at his cards; the third player may also go blind, then he puts in 4. If the fourth player goes blind, then he puts in 8; If the fourth player throws up, the fifth player may go blind.

The cards having been dealt, the player to the left of the blind looks at his cards, and either throws up or plays. He has to put in double the blind—let us assume one player has put in one, the second two. This is obligatory. The third player decides to come in, and he puts in four. The fourth player looks at his cards and throws up. The fifth player, the dealer, now looks at his cards, and if he comes in he puts in four. The first player (the ante) now looks at his cards, and if he comes in he has to put in three to make him equal with the other players, and then the blind looks at his hand, and if he stands he puts in two, having already

two in. Each of the players having money in can raise the stakes. Say the ante decides to play he can say "play for ten," when all the others in have to make up their chips to ten or go out. This being done, any other player can say "and ten better," when all who stop in must make up their chips equal to the last player. If cards are taken out, say the three's and four's, the two does not count in sequence with the five. A player throwing up his cards should place them face downwards.

3. The dealer then asks the player to his left how many cards he will take, and so on, round the table, giving to each player staying in the number he asks for. A player need not take any card. If a card is now exposed, after all the other cards are given, the next card at the top of the pack is given, in place of the exposed card. The cards the player intends to throw out must be thrown away before the cards taken in are looked at. When every one has got his hand complete the player after the blind looks at his hand, and either throws up or bets any sum, from one up to the limit agreed upon, at his discretion. The next player throws up, bets higher, or says he will see the hand. He has, in the latter case, to put in the amount of the last bet, and the game goes on round the table, each player throwing up agreeing to see the cards, or betting higher. Having gone round the table to the blind, let us suppose he says "and 10 higher." The first bettor says "and 10 more," then the players who said they would see the cards previously staked again have the option of making good their stakes. The players bet one against the other, until they get tired, or one says to the other, "I will see the cards," first making up all the stakes, and the cards are shown. The best Poker hand wins.

4. The deal now passes to the left, and the same routine is gone through.

5. Any number, up to six, can play; but if six play, the dealer takes no hand.

There are many other ways of playing. The law should be agreed upon before sitting down. We have described the game as we see it played here.

We shall be glad to receive suggestions from Poker players to improve this set.

A FABLE.—A LITTLE GAME AT POKER.

A Room in Downing Street.

LORD DERBY (*loquitur*). I hear there is to be a great Poker party at Constantinople. I should like to cut in.

LORD BEACONSFIELD. You are too cautious to play Poker.

LORD DERBY. And you are too fond of Bluffing.

LORD SALISBURY. We will make a syndicate; each to go a fifth of the stakes; but who else will you get to join?

LORD BEACONSFIELD. Rothschild will go two-fifths.

LORD DERBY. Would it not be better to take in two outsiders?

LORD BEACONSFIELD. Oh no, they would spoil our game.

LORD SALISBURY. But you can't keep out Gladstone; he will go in, and there is only room for one player.

LORD BEACONSFIELD. But Gladstone can't play; he has no *finesse*. He would have half-a-dozen reasons for doing or not doing something. He would hesitate—and you know the proverb.

Enter MR. GLADSTONE *and* MR. LOWE.

MR. GLADSTONE. I hope I don't intrude.

LORD BEACONSFIELD. Oh, not at all; why should we not be friends, as in Pam's days? We need not fight in private.

Object of the meeting explained.

MR. GLADSTONE *and* MR. LOWE *agree to go a fifth between them. So* ROTHSCHILD *has only a fifth.*

LOWE. But I object to Rothschild having any commission. Agreed *nem. con.*

Who is to play for the Co.? Salisbury agreed on *nem. con.*

LORD BEACONSFIELD. You take full power to play the game in any way you please. You have our entire confidence, so go and have your wits about you. Play for any stakes you like, and be as cautious as you can.

MR. LOWE. But what are the stakes?

LORD BEACONSFIELD. Unlimited.

MR. LOWE. I object to that. I will not bet more than £20.

LORD BEACONSFIELD. What? a limit of £100? That is baby play. If you play with your equals, you must play as they do, or not at all.

MR. LOWE. Well, I vote for a limit of £100.

Carried against Lowe by 3 to 2.

MR. GLADSTONE. I object to Salisbury going *blind* or *raising the pool.*

MR. LOWE. What do you mean by *raising the pool?* Don't let us use slang. You do not mean that Salisbury is going out to *pump* the Turks?

LORD DERBY. I have despatches to write, and no time to waste. If you do not know the game, why do you talk about it as if you did?

MR. GLADSTONE. I agree with Lowe that we should not *go blind.*

LORD DERBY. But the rules require you to go blind.

MR. GLADSTONE. Very well, then we must submit, but he need not raise the pool.

LORD BEACONSFIELD. But that is part of the finesse of the game.

MR. GLADSTONE. I very much dislike finesse, and, while I am speaking, may I say I very much dislike bluffing.

LORD BEACONSFIELD. If you are not to finesse, nor to bluff, you might as well throw up the sponge.

MR. LOWE. Then we give up the bluffing, but Salisbury, do be moderate.

LORD BEACONSFIELD. Now then gentlemen, we are all agreed, and we leave the matter to Salisbury to do the best he can.

MR. GLADSTONE. I think we should let our oppo-

nents know our respective views. Derby might write a short despatch explaining that Lowe and I object to bluffing, to going blind, to high betting, which is but brute force, and to all kinds of finesse.

LORD BEACONSFIELD. That would be making Salisbury fightwith one hand tied up. For the moment he represents us, and what he does as our agent we must loyally support. He need not show his hand.

Messrs. GLADSTONE and LOWE. At any rate we can let them know our views individually.

LORD SALISBURY. You must assume that I shall play my best. I cannot insure success, but I'll deserve it, and you will act like men and be loyal. *Exit.*

Three weeks later Salisbury returns, and applies for £750, Lowe's share. Lowe declines to pay. The whole thing was grossly mismanaged.

LORD SALISBURY. How could a man play on such conditions? All the players knew how far I would go, and they all betted higher. I could never get a pool, and anyone out of Bedlam would have known I could not win when you and Gladstone went howling about the country and telling every one my limit. However, I suppose Gladstone will pay.

Enter GLADSTONE. I firmly believe that you have done your best, but I object to the whole thing on principle. You went about arm and arm with your friend Russia, and of course he knew your game. I am sure he never read my pamphlet and speeches. I certainly decline to pay.

LORD SALISBURY. I am very sorry that you repudiate your obligation. I have differed from you for many years. I never liked your game, but you have represented me, and played for me, and I stood by you, even when I thought you a coward and a poltroon. During that last Russian business you had only to raise the stakes to win, and you and Aberdeen ran away like curs. You would not even see the Russians hand on a *full*, but I paid, as every honourable man should.

DRAMATIC NOTES.

We have barely time to record, as we go to press, that Mr. Irving made his fourth Shakspearian effort at the Lyceum on Monday last, in the character of Richard III. His Hamlet was a revelation of genius in the actor and of new pleasure in the character. His reading was new, to most persons true, and his manner free and forcible, without rant, and unattended with excessive mannerism. His Macbeth was indifferent, his Othello worse than indifferent, and in both characters a tendency was observable to go back to an exploded and objectionable style, discarding originality, and to introduce pedantic artificialities of intonation and gesture more productive of ridicule than admiration. On the whole, the Richard III. of Mr. Irving may be pronounced, at all events as regards the earlier acts, superior to his Macbeth and Othello, but decidedly inferior to his Hamlet. Comparisons will doubtless be instituted between his rendering and that of Mr. Barry Sullivan, as lately seen at Drury Lane, and whilst Mr. Irving's conception is more intellectual, less matter-of fact, less of the low comedy order than that of Mr. Sullivan, the latter is more effective in the time-honoured situations, especially those of the tent and the battlefield of the last act. Indeed, though Mr. Irving had been, to all appearance, keeping himself in reserve and husbanding his resources, the fifth act was very flatly rendered, and the fight reduced to a minute's fencing, for which perhaps we may be thankful, though the pulse of the pit is not stirred. The adoption of Shakespeare's own arrangement gives the first act almost exclusively to Richard, and in this Mr. Irving made his best success. His physical representation is original, for he gives us little or no deformity of body, and merely shows Richard's bodily drawbacks by a limp, as if the monarch had lately suffered from the gout. But it is a matter of regret that Mr. Irving should continue to think that the beauties of Shakespeare and the English language are best brought out by a pedantic pronunciation and drawling intonation, which, besides being indistinct, is positively ungraceful and incorrect. Thus, for instance, the Plantagenet King is made to pronounce Dorset, 'Dosset,' like the old butterman in *Our Boys*. That this is not a natural infirmity with Mr. Irving is proved by the fact that the "asides" are one and all spoken in an easy and audible manner which makes, by contrast with the heroics, doubly effective. To sum up, we seem to see a meritorious struggle in the actor to return to the earlier and better style of his Hamlet, but the weaknesses of his Macbeth and Othello, and possibly also of his later Hamlet, have so grown upon him, that the effect of his Richard III. in the mind of the spectators is to leave them undecided how to appraise his rendering, but on the whole inclined to regard it with favour, without declaring it to be superior to other Richards, dead or alive. The general level of the Lyceum company in the rest of the characters is mediocrity, the representative of Clarence alone winning special applause. The elocution of the actors appears to be modelled on that of the Bateman family, than which nothing can be more faulty, and the cry of the Shakspearian student is still for actors and actresses that will speak their lines with a clear voice. Perhaps the most noteworthy point of this revival is the immense amount of the text that is omitted. The management advertise that they discard Colley Cibber, and give strictly the original text "with simply such omissions and transpositions as are essential for dramatic representation." This is all very well, and we are not prepared to defend Cibber's inter-

polations, though something may be said for his introduction of Henry VI. and his murder from a dramatic point of view. But the phrase, "simply such omission," hardly prepared us on the first night for the enormous quantity left out in the Lyceum version. Buckingham and Richmond are reduced to shadows, and the latter is not allowed to say the speech, "Thus far into the bowels of the land," &c. Clarence and Queen Margaret are restored, but each is reduced to a single scene, and pages upon pages of their griefs and denunciations are left out. Opinions may differ as to the wisdom of the policy, but at all events a nearly unmutilated version should not be announced in the face of such wholesale mutilation. The gaps in the attenuated part of Richmond might at least be partially filled up to make the last act more effective. As it is, the tragedy was got through on a first night in three hours, an unprecedently short time, which, if it may gladden the hearts of the audience, is at least a proof that great quantities of the text must have been sacrificed.

The quantity of contradictory information that is now heaped upon a long-suffering public on every conceivable question—religious, political, financial, theatrical—is marvellous; and just as a man who is accustomed to read all the daily journals must have been extremely puzzled of late about the doings at Constantinople, so is the lover of theatrical news likely to be bewildered by the lucubrations on the stage which are now poured forth from all quarters. Those recently-established newspapers which delight in publicly investigating the inner, or, as it is called in cant phrase, the seamy side of our institutions, are especially vigorous in reference to the stage, and indulge their readers with much candid criticism, extending not merely to the merits of plays, but to the hidden intrigues, conspiracies, and scandals which animate the world behind the curtain. With this latter phrase of candid criticism we ourselves have no concern, for the simple reason that we know little and care less about the inner machinery of the stage, dealing only with results. But as far as open and public abuses in connection with theatres are concerned, we may reasonably boast that the widely-circulating journals which now ornament Messrs. Smith's book stalls are merely repeating the criticisms which have appeared in these humble and little known pages, months, and even years ago. It is even possible, limited though the circulation of these PAPERS may be, that isolated copies may find their way into the hands of clever contributors to *Truth*, the *World*, and other journals of the class, who would think it no injury to an unknown writer to take so much of his work as suited their purpose, and adding a brilliancy all their own send it forth as new to the public.

Speaking generally, the theatrical aspect has not altered much in the last five years, except that new plays are now far more rare than even in 1872. On referring to our notes of February in that year, we find that then, as now, we were amazed at what are called "serious" people, whose attitude towards theatres would be consistent and intelligible were it not for the perverse and continuing patronage they bestow upon pantomimes, an entertainment which the regular playgoer—a person whom they probably regard as predestined to a bad end—eschews as being silly, frivolous, and offensive. At most theatres, we repeat, a pantomime is made up of half-nude women, vulgar songs, and attempts at political satire, written by third-rate authors and delivered by tenth-rate actresses. And this is the holiday education which fathers and mothers freely bestow upon their sons and daughters. In the large towns of the provinces, if we may judge from the illustrations in the *Sporting and Dramatic News*, the dressing of the women is even more objectionable than in London, and we are not surprised to find a lady writing to the Bishop of Manchester to say that she was fain to close her eyes to shut out the sights which greeted her when visiting, with her children, a Manchester pantomime. Upon this text the worthy prelate founded a discourse on the advisability of the purification of our public amusements. But episcopal censure should be tempered with justice, and it should be remembered that even supposing every theatre in Manchester to be given over at Christmas to pantomime the lady can stop away from them, and, if she chooses, in spite of previous knowledge, to patronise pantomime, she is not entitled to the smallest sympathy for any unpleasantness she may suffer; and, however bad may be the state of affairs in the Bishop of Manchester's diocese, in central London, pantomimes, though well attended where they exist, are the exception, not the rule, and, if the lady of his text will make the journey, she may visit the Haymarket, St. James's, Lyceum, Court, Prince of Wales', Olympic, and many other establishments, without any fear of having to close her eyes, except indeed in slumber. In fact, as we have said, much the same state of things exists as in February 1872, when, too, amongst other matters, we had to notice the production of Mr. Gilbert's *Pygmalion and Galatea*, now revived at the Haymarket; and though the play remains the same in its delicate satire and sad truthfulness, we are pleased to think that the Haymarket audience of to-day is an improvement on that of 1872, less coarse in taste, and not occupied almost exclusively in watching the movements of Mr. Buckstone and in discovering hidden and unpleasant meanings in the sentences assigned to the popular comedian. *My Husband's Ghost* and *A Kiss in the Dark* appear happily to have disappeared from the Haymarket programme, and with an improvement in farces, the regular audience at this theatre seem to have progressed towards refinement. Pygmalion, his wife, and his statue are now represented by Mr. Harcourt, Miss Hodson, and Miss Marian Terry, in place of Mr. and Mrs. Kendal and Miss Caroline Hill. Mr. Harcourt has been seen to better advantage than as the contemptible Pygmalion, but, as he is an actor of a wider range than Mr. Kendal, he is a better representative of the part. The performance of Miss Terry is in all respects inferior to that of Mrs. Kendal, whose only drawback was a too evident consciousness of her abilities. Miss Terry has clearly brought to her task great study and splendid intentions, and has no doubt undergone a severe course of training, but no amount of study or training can instil into her the qualities necessary for the presentation of a difficult character. Her conception of Galatea is void of subtlety, and her gestures and utterance of variety and force. She is monotonously correct, but

at best is but an animated statue, being in that respect nominally true to the character, if not to the author's intentions. Mr. Gilbert surely did not intend Galatea to be the mere *ingénue* of the French drama. On the other hand, Cynisca, Pygmalion's wife, becomes by virtue of the force and intelligence of Miss Hodson's rendering the most prominent figure in the play.

Besides *Pygmalion* there have been produced during the past month two revivals or importance, *Richard the Third*, at the Lyceum, and the *Danischeffs*, at the St. James's, and two new plays, the *Queen of Connaught*, at the Olympic, and *Heroes*, at the Aquarium. Of *Heroes*, written by Mr. Conway Edwards, there is little favourable to be said, save that it contains one good situation, where a young officer, on the eve of his regiment being ordered out for service, sells his commission to pay a gambling debt, at the risk of being branded as a coward by his friends. But this is not forcibly treated either by the author or the actor in *Heroes*, and the rest of the play is a most transparent copy of the Robertsonian style. The first act opens with the entrance of two gentlemen, nicely dressed, with white pocket-handkerchiefs peeping out of their breast pockets, one of whom is George D'Alroy, Lord Beaufoy, and Sydney Daryl rolled into one, whilst the other is a similar embodiment of Tom Stylus, Hawtree, and Jack Poyntz. These, with the subsequent assistance of two ladies, modelled after Bella and Naomi Tighe in *School*, carry on a conversation of the 'quite too awfully nice, don't you know,' order, until the spectator recalls to mind the definition, 'teacup and saucer drama,' which, applied unjustly to Robertson's plays, is aptly fitted to such degenerate imitation as *Heroes*. Besides the characters we have mentioned there is also a snobbish villain, designed from John Chodd, and an old general who is in comparison original. This last character is taken by Mr. Billington, who excellent actor in farce though he is, never, within our recollection, got safely to the end of a serious speech. The *Queen of Connaught*, at the Olympic, will also disappoint the expectations of those who, having read the novel, might have expected to see a very good play. We disagree with those who have pronounced it a mere melodrama of the ordinary type, as in addition to being unconventional in its treatment of Irish character, it contains situations both strong and novel. But the authors start badly in the first act by expecting the audience to know the book, and to hunt at the same time three hares, the courtship of the Queen of Connaught by the Englishman, the attempted murder of the peasant girl (who might well be cut out altogether) by Randal Doneen, and the adventures of Mr. Dunbeg. This act is therefore received with coldness and some bewilderment, but attention is roused in the following acts when the interest settles down on the true hero and heroine; and, as the last scene is the best of all, it cannot be denied that the *Queen of Connaught* is a far better play than the majority of those produced in the last year or two. The acting of Mr. Neville and Miss Cavendish is good, if not calling for especial remark, and the excellent by-play of Miss Dubois in the second act promises well for her future. But the Mr. Dunbeg of Mr. Flockton is perhaps as fine a performance as this accomplished actor of character parts has ever achieved, the scene in the last act being treated with force and moderation combined. As a curious instance of contradictory criticism, it may be noticed that Mr. Flockton's acting in this play, and Mr. Warner's in the *Danicheffs*, has either been absolutely praised or utterly condemned. There has been no middle course, which at least proves that the impersonations are not in the beaten track. There is one improvement to the *Queen of Connaught* which may be strongly recommended, and that is the abolition of the torch business in the third act. The narrow escape of Miss Cavendish and one of the actors on the second night of performance—an incident which we witnessed, and of which the *World* has given an account incorrect in almost every particular—ought to be a much-needed lesson to managers against their constant playing with fire. The bare possibility of the real thing is too awful to contemplate.

In June last year, when the much-be-praised Salvini and Rossi had left London in disgust at their want of success, when the new plays of home growth had been for the most part failures, when, in short, the dramatic season had been declared to be very bad, a French company appeared at the St. James's with that Parisian success, *Les Danicheff*, and the play at once became popular with all sections of the public. An interesting story, strong situations, brilliant dialogue, and good acting, were all combined in *Les Danicheff*, and the representation of Russian institutions before the emancipation of the serfs added the local colouring necessary for novelty. The story—which we noticed in our issue for July 1876—is that of a Russian Count who loves and seeks to marry a young serf on his mother's estate. The pride of the Countess is shocked, but being a woman of resources, she dissembles her disgust, sends her son to Moscow for a year, and the moment his back is turned forces the young girl to marry a serf-coachman. But this coachman, a man self-sacrificing beyond belief, treats his wife as a sister, and dissolving the marriage (in Russian law) by becoming a priest, leaves his bride free to wed the Count, and become the daughter-in-law of the relenting Countess. This plot, aided by the brilliant and witty dialogue assigned to a French *attaché* moving in Moscow society, caused *Les Danicheff* to be a deserved success, and marked it out for speedy translation or adaptation in English. It has therefore been produced under the differently spelt title of the *Danischeffs*, by Mrs. Wood, at the St. James's, and a strong cast, comprising the names of Messrs. Vezin, Clayton, Warner, and Miss Foote have been engaged for its representation. The characters of the self-denying coachman and the tearful heroine were obviously fitted to Mr. Clayton and Miss Foote, the latter of whom has no superior as an exponent of gentle pathos, whilst Mr. Clayton had already been successful in a similar part, though it must be confessed that Hugh Trevor in *All for Her* is less solemn and lackadaisacal than Ossip the Serf, partaking more of the nature of Don Cæsar de Bazan. Mr. Warner, whose acting in *The Road to Ruin* some years ago, pointed him out as a promising exponent of strong *jeune premier* parts, is no less suited to the

character of the impetuous young Count, and, despite certain peculiarities of speech, delivers his strong language in manly style. The French attaché, whom the authors, though only slightly connecting him with the story, have cleverly avoided assimilating to the well-known "doctor" who hovers round the characters in French drama, making sarcastic comments and giving good advice, is now taken by Mr. Vezin. To act with equal excellence such opposite characters as Dan'l Druce and Roger de Taldi is no slight achievement. Altogether *The Danischeffs* is a play that should be seen, and has probably improved in representation since the first night, when, in addition to a great blunder, the dawdling of certain of the minor characters over their dialogue was very irritating, the more so as what they had to say had little to do with the development of the plot, and might have been cut out altogether. The blunder, which has since, we understand, been rectified, was the transposition of the scene of the third act from the hut of Ossip to the house of the Countess, to the sacrifice not only of common sense, but also of variety of scene. This is the act in which the Platonic nature of the marriage between Ossip and Anna is revealed, and the translator is supposed to have thought that the British public would have been shocked to see the two living together in Ossip's hut. Never was a greater insult offered to the public, which, while it very properly resents the coarse and flippant indecency which is introduced, from the mere love of indecency, is not mealy-mouthed in serious drama, either English or foreign and, if we are to believe at all in the self-effacement of his marital rights by Ossip, we are bound to assume that his wife would be as safe in his own house as in the middle of a crowd.

ANSWERS TO CORRESPONDENTS.

CHESS.

G. S. S.—Your problem in four moves admits of an easy mate in three, viz., $\frac{\text{Kt to K R. 7}}{\text{P to K 6}}$ 2 P to B 3, and B mates. There is also a third solution, 1 $\frac{\text{P to B 4 (ch.)}}{\text{P takes P } \textit{en passant}}$ 2 $\frac{\text{Q to Q 2}}{\text{K to K 5}}$ R takes P at B 6, and Q mates. The five mover admits of a solution in four moves by 1 $\frac{\text{Kt to Kt 5}}{\text{Kt to Q 3}}$ 2 $\frac{\text{Kt to K 6}}{\text{Kt to Kt 4 or B 4}}$ Kt to K B 4 and mates next move.

X. H. — Have you not overlooked the following line of play in your five-move problem? 1 $\frac{\text{R to K 3}}{\text{B to Q 3}}$ best, 2 $\frac{\text{R to K 4}}{\text{B moves}}$ 3 $\frac{\text{Kt to Q 8 or Kt 5 (ch)}}{\text{K moves}}$ 4 $\frac{\text{R to K 7 (ch)}}{\text{B covers}}$ 5 R mates.

W. Meredith, J. W. Abbott, W. T. Pierce, E. J. L., J. Crake, X. Hawkins, J. Slater, F. Frankenstein, R Ormond, A. E. Studd, and others, are cordially thanked for their valuable contributions.

J. T. P. (Hull).—(1) The *Derbyshire Gazette* is published at Burton-on-Trent; *La Strategie* at 72 Rue St. Saveur, Paris. (2) It does not spoil a self-mate problem in four moves that Black can, if he chooses, mate White on the first move. By playing so, he adopts a weak defence, and, as in the case of an ordinary problem under the same circumstances, the solution is effected in a less number of moves than is required by the conditions. These may be interpreted to mean that White requires no more than four moves to force Black to mate him, and not that he can accomplish his purpose in four moves, neither *more* nor *less*.

J. Y. (Glasgow).—The problems shall be examined and reported on in due course.

J. C. W. (Paris).—Thanks for the information. We do not believe sixpence could be raised in England for such a purpose, and we are very glad to know it. You can obtain the *Hudderfield College Magazine* by applying to Mr. Watkinson, Fairfield, Huddersfield.

S. B. (Dover). -We know of no Chess Club in your neighbourhood. The games have too much local colouring to be acceptable, and you have omitted to give the name of your adversary.

Tyro (Camberwell.—you will find many strong amateurs at Simpson's Divan who object to playing chess for money. It is by no means the "custom of the room" to play for a shilling. The question of a stake and the amount of it should be settled before commencing to play. If there was no previous agreement don't pay.

H. M. (Aberdeen).—Thanks for your good wishes and the problems. No. 1 is very fair for a first attempt, but No. 2 is too poor for anything. Try again.

J. B. (Gratz).—Thanks for the missing numbers. We hope the "W. P." arrives regularly.

Nuova Rivista. &c.—No copy of your journal has come to hand for some months. Please say if the exchange is to be continued.

PIQUET.

R.—A carte-blanche 6 good cards and a quint (good) make 10+6+15=91, notwithstanding your adversary has 14 Aces.

POOL (not Pyramids).

C. U. E.—(1) If a player in the act of striking, or whilst taking aim at his ball, touches it or moves it previous to making his stroke, is he entitled to make a life? (2) Is the question at all affected by his replacing the ball in its original position?—*Ans.* Unfortunately, the law and the custom are diametrically opposed. The laws are: (1) It is a foul stroke, and therefore he cannot take a life, but he may lose his own. (2) No. In practice it is always allowed to take back the ball (if there be no stroke), and place it to the satisfaction of the player, on whom you play, or if in a public room, to the satisfaction of the marker. In practice, we may add that one of the best amateurs in England constantly touches his ball and puts it back.

DOUBLE DUMMY.

Lee Lee—(Lincoln's Inn)—If the conditions of a Problem are that X and Z win the odd trick, where A and B have the attack, the meaning simply is that, let A and B begin as they will, X and Z make the trick, but X and Z may have a variety of defences, each of which may be an answer to the attack. A problem would be unsound where the attacking Players can solve it by two different methods.

WHIST.

J. J.—'You have no trump, partner?' is in our judgment, an irregular and improper question, because it calls attention to a fact that may not be present to your partner's mind.

PORTLAND, P.—A leads Diamond; B wins. Z does not follow suit. The trick is not turned. B (not Z's partner) leads out Heart Ace. Z then announces that he has Diamond Ace. (1) Is he in time to save the revoke? (2) Is the Heart Ace callable? *Ans.*—(1) Z is in time to save revoke. (2) The Heart Ace must be taken up. You cannot punish B for Z's fault. You are in error in assuming that B cannot play again before the trick is turned and quitted

P.—Two cards in—second player follows suit (not a winning card) and puts down what he thinks the best trump. 4th player called on not to win trick. Is this right? *Ans.*—There is no penalty for this offence. It is one of the many defects in the laws.

SECRETARY.—We do not know the Gentleman personally, but we heard one of his associates assert, that he never paid his losses under a fortnight. We believe he can well afford to pay, and if the Members of your Club are willing to give credit, and pay cash, and take the chance of the debtor's death there is no reason why you should not take him in. We hope you will.

J. B.—Z turns up the Heart Ace. A leads the Heart 9. Z says nothing, and does not touch or in any way refer to the Heart Ace, but puts down Spade 2. X, Z's Partner, gathers the trick with the Ace. A objects, and claims to call from Z his lowest trump. Objection. You must look to the intention of the player. *Ans.*—Z must play his own cards. His Partner cannot play for him. If Z is too lazy, or too grand to play Whist in the ordinary method, he must take the consequences. He has done no act of play, and we cannot assume what he intended to do. If he meant to play the Ace, which is probable, it is not too much to ask him to do so in the ordinary manner. As he does not do so, it appears to us, that he has forgotten that he has a trump, and that the call of his lowest is quite in accordance with law. If he knew what he was doing it served him right, although we can feel for his partner.

ANGLO-DUTCH.—A and B are partners: C and D are the like. It is C's turn to lead, but immediately before he does so his partner D—holding King, Knave, and 10 of Diamonds—plays the 10, whereupon A objects and calls a Club from C, of which suit C has none. C then leads a small Diamond, and A requires that D play the 10 of Diamonds and no other card. A bets that he has a right to call the 10 of Diamonds as an exposed card, notwithstanding he has called a suit of Clubs, the exposed card being all the time on the table. Is A right or wrong?—*Ans.* For leading out of turn the adversaries may call the exposed card or a suit from the right leader. They cannot do both. (Law 62.) If a player (as is the case here) be called upon to lead a suit, and he has not one of the suit called. the penalty is paid. (Law 66.)

T. C.—You cannot split the revoke penalty; you cannot therefore, add 2 to your score, and take 1 from your adversary's score down. If 2 revokes are made, you may add 3 to your score and take 3 from your adversary.

Q. C.—Players A., B., C. D., sitting in this order. A leads out of turn the Ace of Diamonds, it being the lead of his partner. C. B. says: "It is C's lead," and calls a suit (Club) from C. C. says "he has no Club," and leads a Diamond. D. and A. play to the lead, but before B's turn to play C. says "I have made a mistake, I have a Club." What is the penalty and what is the result?—*Ans.* C. ought to have led the Club. but he rectifies his error in time to save the revoke, and he must now lead the Club. The Diamond, improperly led by C, is an exposed Card—The Cards played by D. and A. to the D. led can be taken up. The Diamond Ace can also be taken up by D.

A. S.—If 10 is led and we, second hand, have King, Knave, 2, we play the King.

D. D.—We know of no law which says that if you touch a card of Dummy's that you must lead it when it is not Dummy's turn to lead—The same rules apply as at Whist, and a card must be played, *i. e.* in our judgment must be brought forward and the hand removed before it can be said to be played.

CLIFFORD'S INN.—We do not agree with you. No Club can succeed where the members make a noise, and any Whist club would succeed (at any points) if silence were observed. Noise is the curse of Whist. We, as a rule, refrain from play, simply because our nerves are unable to stand the constant din, and with this noise we cannot give our attention to the game without overstraining the brain. Real hard work is not included in our category of pleasure.

ECARTÉ.

M. D. VOLO.—The winner cannot refuse giving a 'revenge,' but there is no penalty for not doing so. You cannot make a silk purse out of a sow's ear. Avoid playing with anyone who refuses to acknowledge the etiquette of the game.

POKER.

MORTON B. PAINE (Charleston).—Kindly give me your views on this point: A and B are playing Poker; A comes in on a pair of sevens (say the 7 of Spades and 7 of Hearts), and draws 3 cards; upon examining his hand then he discovers that he has made 3 sevens, 2 sevens of Spades, and the Heart 7, having drawn another Spade 7. B bets and A claims the pot on the call upon the 3 sevens. What is the rule in such a case? Of course it appears unjust. I should mention that the pack of cards was new, and the error of the additional card only discovered as above.—*Ans.* It is a rule common to all games that if a pack be discovered imperfect, the hand in which the imperfection is discovered is null and void. The Players withdraw their chips and stand "as you were."

NEW NAPOLEON.—The only difference that we know between New and Old Napoleon is that, if a player declares to win a given number of tricks, and does not succeed, the money is left in the pool instead of being divided between the other players. The effect of the alteration appears to be to make the gambling higher; one man wins a big pool and the rest lose.

NOTICE.—*In future these Papers will be Printed by the Civil Service Printing and Publishing Company Limited, and all Letters and Exchanges should be addressed to the Editor, 8 Salisbury Court, Fleet Street, London, E.C., and not to any person known or supposed to be connected with the Papers. Our Friends will much oblige by noting the address.*

"THE QUEEN OF CHESS."

The WESTMINSTER PAPERS, 1st March, 1877.

The Westminster Papers.

1st MARCH 1877.

THE CHESS WORLD.

"The whisperings of our petty burgh."

It is a singular circumstance that the largest gathering of Chess players witnessed for many years in London should occur upon an occasion having no relation to Chess. Englishmen, to be sure, are not given to devoting themselves "exclusively" to Chess, or indeed to any other pursuit, and the greatest of our English Chess-players have never subjected themselves to the reproach of having gained distinction in the game only because they never attempted anything else. Nevertheless, Chess-players rarely or never meet each other in numbers outside of the Chess arena, so that when such an event does occur it seems to call for special notice in the chronicles of our petty burgh. The occasion to which we are referring was the public appearance of the Rev. G. A. Macdonnell in the *rôle* of a dramatic reader. Mr. Macdonnell's popularity in the Chess World of London was unmistakeably manifested by the number of amateurs that greeted him at the Quebec Institute on the 13th ultimo, for, despite a tempest of wind and rain that would suffice to terrorise the stoutest pedestrian in ordinary circumstances, scarcely a Chess-player of note residing in London absented himself from the entertainment. The Reader's peculiar qualifications for the task he had undertaken were not unknown to his more intimate friends, but the general public that thronged the large hall were surprised into something like enthusiasm by the combination of tragic power and unctuous humour displayed in the performance. Shylock's lamentations upon the loss of his ducats and daughter, Mrs. Caudle's lecture, and the clownish humour of the First Gravedigger, found each in their turn a characteristic interpretation, and the heartiest plaudits followed Mr. Macdonnell as he retired upon the conclusion of a capital entertainment.

The annual meeting of the City of London Chess Club was held at Mouflet's Hotel, on the 14th ultimo, when the report of the committee was adopted, and the officers for the ensuing year were elected by the members. The officers elected are: President, H. F. Gastineau; Vice-President, J. A. Manning; Treasurer, W. G. Howard; Hon. Sec., H. F. Down, with the following Committee:—Messrs. Potter, Rabbeth, Chappell, Baynes, Green, Knight, Webber, Adamson, Watts and Vyse. Messrs. Boden, Macdonnell and Horwitz were elected Honorary Members, and the Annual Dinner, it was arranged, should be held on the 7th inst. The club begins the new session with a moderate surplus, after the payment of all expenses, and with an increase of members over any preceding year of its existence.

The minor Chess Clubs of the metropolis have been as active as usual during the past month. The Shaftesbury Chess Club, which is associated with the Bedford Institute, has been successful in three matches, defeating the North London by 5 to 2, the St. Andrew's by 13 to 0, and the Athenæum of Camden Town by 7 to 5. For their defeat by the Shaftesbury champions the Athenæum players have the consolation of a decisive victory achieved over the members of the Railway Clearing House Chess Club. In this last fourteen players participated, the representatives scoring 15 to the adversaries' 5, with four drawn games.

Amateurs desirous of forming a collection of Chess works, on easy terms, should attend the sale of a library which will take place on the 2nd inst. at Messrs. Sotheby and Wilkinson's. The library contains a large and judiciously selected collection of Chess works, ancient and modern, and we hope to see them fall into good hands.

The Oxford University Chess Club has accepted the challenge of the sister university to play the annual match in London, on the eve of the boat race, as usual. We hope the practice of awarding

unfinished games to either side, according to the decision of a professional player, will be abandoned in these interesting contests. The value of such decisions is not apparent to ordinary minds, and the circumstance that the unfinished games have, we believe we may say always, been equally divided between the opposing teams, though it speaks curiously well for the Referee's impartiality, gives the whole proceeding an aspect of farce. The Cambridge University Club have elected the following officers for the ensuing term:—President, J. T. C. Chatto (Trinity); Vice-President, W. H. Blythe (Jesus); Treasurer, W. H. Jennings (Corpus); Secretary, A. Haigh (St. John's). The Club will hold no session between Easter and October, but the members will reassemble in the latter month.

The *Huddersfield College Magazine* has commenced the publication of an excellent series of articles on English Problem Masters, from the pen of Mr. Andrews. The series opens with a notice of Bone and a critical review of his problems.

From the *Newcastle Courant*, which contains a capital Chess column edited by Mr. Mitcheson, we learn that the tourney of the Newcastle Chess Club is progressing satisfactorily, Mr. Hewan occupying the chief place in the score, closely followed by Messrs. Woodmass and Charleton.

The Chess editor of the *Derby and Derbyshire Gazette* is to be congratulated on the creditable *début* of his son, Master J. H. Thompson. The problem in the margin is by that young gentleman, and we think our readers will agree with us that it is a very clever composition for a "first problem."

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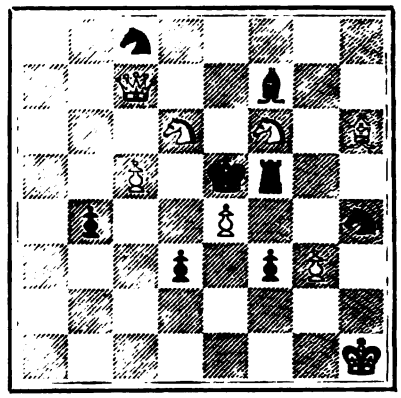

WHITE.

White to play and mate in two moves.

A match between the Athenæum Club, of Manchester, and the Manchester Chess Club, was played on the 3rd ultimo, at the rooms of the latter Association. Thirty players took part in the contest—fifteen on each side—and the competitors played two games with each other. The match resulted in a victory for the Athenæum Chess Club, as will be be seen by the following score:—

ATHENÆUM CLUB.	WON.	MANCHESTER CLUB.	WON.	DRAWS.
Mr. E. H. Wood	2	Mr. Lord	0	0
„ J. Fish	0	„ Steinkuhler	1	1
„ J. J. Lewis	0	„ J. Baddeley	1	1
„ Hockmeyer	0	„ M'Clelland	2	0
„ E. Mitchell	1	„ Edmondson	1	0
„ R. C. Boyer	2	„ J. Grundy	0	0
„ C. Hayne	0	„ C. Simon	1	1
„ Von Zabern	2	Colonel Vialls	0	0
„ K. M. Giltay	1	Mr. W. Jones	1	0
„ Locke Holte	1	„ Seel	1	0
„ E. Evans	0	„ F. Coupe	2	0
„ C. A. Dust	2	Rev. H. A. Lewis	0	0
„ Higginbotham	2	Mr. J. Jackson	0	0
„ R. O. Cooper	1	„ Newnes	1	0
„ Zollner	2	„ Glass	0	0
Total	16		11	3

The February number of *La Stratégie* is fully up to the standard of that excellent Chess monthly. From the Summary of News we learn that a match is now in progress at the Café de la Régence between Messrs. Maczuski and Chamier, for a stake of 200 francs. The winner of the first seven games is to be declared the victor, and at the 15th ult., the score stood, Maczuski, 5; Chamier, 4; drawn, 1. The second match between Messrs. Bezkrowny and Morel has been suspended, the former gentleman being recalled to Russia somewhat unexpectedly.

The *Deutsche Shachzeitung* opens the new year with a portrait of Herr Minckwitz, its late editor, accompanied by a brief sketch of that gentleman's Chess career. The fiftieth anniversary of Herr Andersen's entrance to the Chess arena is to be celebrated at Leipsic, in July next, by a series of tourneys, in which all the notables of German Chess are expected to take part. A committee, comprising Messrs. Gottschall, Goring, Lange, Minckwitz, Schwede, and Zwanzig, has been organised to carry out the programme. The Chess-players of every clime will regard with interest the honours conferred by his countrymen upon one of the most chivalrous exponents of the game the world has yet produced.

Our American exchanges are, as usual, bright and lively in tone, although by no means deficient in solid instruction to the student of Chess. Mr. Carpenter, the judge in the Centennial Tourney of the *New York Clipper*, has sent in his report upon the problems entered for competition, and the first instalment has appeared in Miron's column. A handicap tourney of the weaker brethren among the *habitués* of the Café International, New York, is in progress, and the award of the judge in the problem tournament of the *Detroit Free Press* has been published. Mr. Carpenter awards the three prizes to Messrs. W. A. Shinkman, J. Berger, and R. Braune in the order named. The Chess column of the *Weekly Leader*, Cleveland, has been transferred by Mr. McKim, the Chess editor, to the *Sunday Voice*, a journal published in the same city. The column opens with some gracefully-written verses, two problems, and a summary of Mr. Fraser's new analysis of the Scotch Gambit from the *Chessplayer's Chronicle*. The Hartford Chess Circle, which is an association of ladies and gentlemen formed for the practice of Chess at each other's houses, has gained a large accession of members of both sexes, and the weekly meetings, we are glad to note, continue to be well attended.

Captain Mackenzie visited Boston a few weeks ago, and contested some fine games with the leading players of that city. Mr. Hammond made an equal score with the champion, but in the other cases "the Captain" seems to have won by considerable majorities.

Mr. Bird has left New York for Canada and *en route* paid a visit to the Buffalo Chess Club, where he received a hearty welcome. From Buffalo he proceeded to Montreal, where he was staying at the date of our latest advices. Our countryman has been generally successful, has won indeed a large majority of the games he has played; but he lost some to the leading players both of Buffalo and Montreal.

A new Chess club has been formed at St. John's, New Brunswick, under the presidency of the Rev. D. Macrae, and a Chess column to represent the new association is to be forthwith established in one of the local papers.

From Melbourne we have advice that the problem tourney organised some time ago by the *Melbourne Leader* has been unsuccessful. Two prizes, one for the best set and one for the best single problem, were offered for competition, but upon examination it turned out that all the sets contributed contained at least one incorrect problem. Another competition has been announced for the set prize, but that for the best single problem has been awarded to Mr. T. Henderson. We give the problem in the margin.

Mr. Henderson, who was deprived of a prize for his problem in the *Sydney Mail* tourney through a mistake of the judges, has been presented with a special prize by the Chess editor, Mr. Fisher. Mr. Fisher is one of the strongest of the colonial players, and his column in the *Sydney Mail* is conducted with marked ability. The *Williamstown Chronicle* contains a Chess column edited by Mr. E. Bailey, a problem composer of known merit. From this column we learn that the handicap tourney of the Williamstown Chess Club ended in a victory for Mr. Bailey. The following is the score of the principal players :—

	Won.	Lost.	Drawn.
E. L. Bailey . . .	6	1	1
S. Bartlett . . .	5	2	0
G. Birnie	5	3	0
G. Butiment . . .	4	2	0
J. Watson . . .	3	3	1

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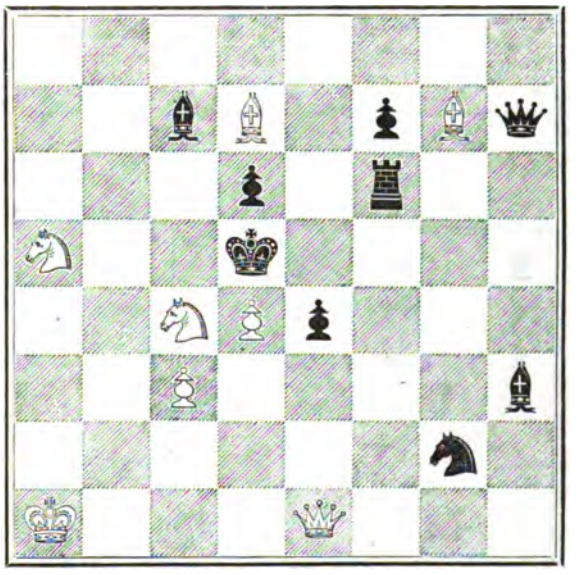


WHITE.

White to play and mate in three moves.

OUR PORTRAIT GALLERY, No. 10.

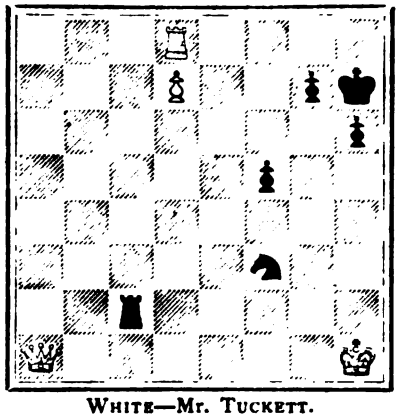
"THE QUEEN OF CHESS."

Mrs. J. W. Gilbert, of Hartford, United States, the Lady whose portrait we have taken the liberty of placing in our Gallery this month, has achieved a wide distinction in the world of Chess. Against some of the strongest players of the United States and Canada Mrs. Gilbert has displayed powers of imagination, resource, and tactical knowledge of the game, that have placed her among the most eminent Amateurs of our time, and that have been fitly recognised in the title conferred upon her by her countrymen, "The Queen of Chess."

END GAMES.

The following endings of games played by the late Herr Lowenthal, are selected from documents placed at our disposal by the executors of the deceased.

BLACK—Mr. L.



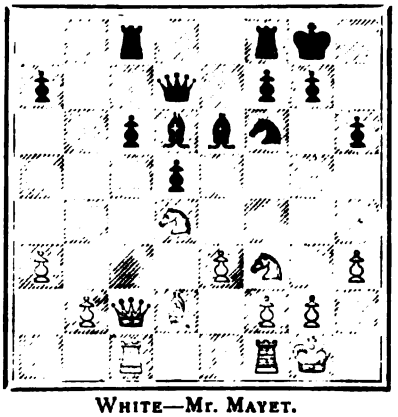
WHITE—Mr. TUCKETT.

Against Mr. Tuckett. White, with the advantage of the move, cannot win.

WHITE.	BLACK.
1 R to R 8 ch	1 K to Kt 3
2 R to Kt sq ch	2 K to R 4
3 R to Kt 5 ch	3 K to R 5

And Black wins.

BLACK—Mr. L.



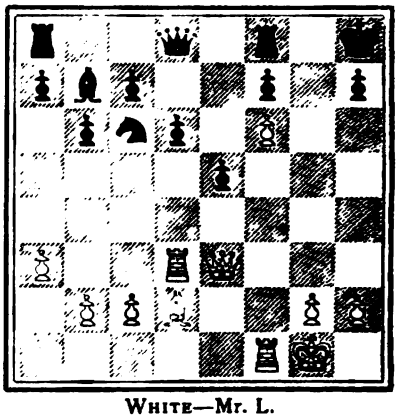
WHITE—Mr. MAYET.

Against Mr. Mayet, in 1851. Black makes his 17th move and wins.

WHITE.	BLACK.
	17 B takes K R P
18 P takes B	18 Q takes P
19 Q to K B 5	19 Kt to Kt 5
20 R takes Q B P	20 B to R 7 ch

And mates in two more moves.

BLACK—Mr. WARNER.



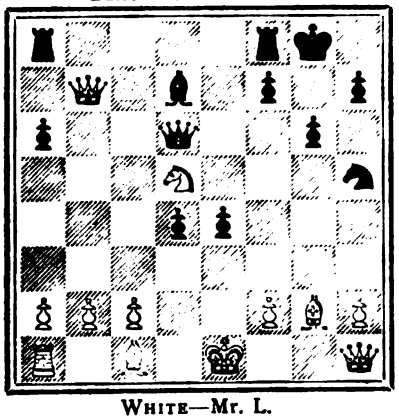
WHITE—Mr. L.

Against Mr. Warner, at the odds of the Q Kt. White to play his 25th move and force mate.

WHITE.	BLACK.
25 Q to R 6	25 R to K Kt sq
26 Q takes P ch	26 K takes Q

27 R to R 3 ch, and mates next move.

BLACK—Mr. MORPHY.



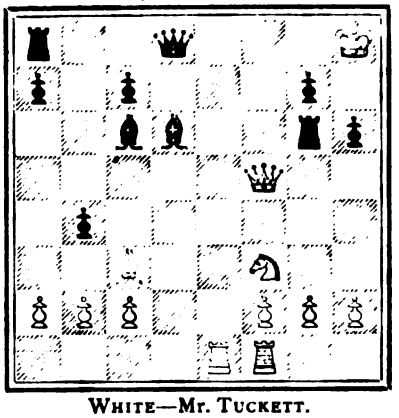
WHITE—Mr. L.

In the match against Mr. Morphy. White plays his 20th move and wins.

WHITE.	BLACK.
20 P to Q B 4	20 P to K B 4
21 Q to Q Kt 4	21 Q to K 4
22 Q to K 7	22 B to K 3
23 Q to Q B 7	23 Q to Q Kt 2
24 Q takes Q ch	24 Kt takes Q
25 Kt to Q Kt 6	25 Q R to Kt sq
26 P to Q B 5	26 Kt to K R 4
27 P to Q Kt 4	27 K to B 2
28 Castles	28 P to K Kt 4
29 K R to Q sq	29 K R to Q sq
30 B takes Kt P	30 R to K Kt sq
31 P to K R 4	31 R to Kt 3

32 R takes Q P, and wins.

BLACK—Mr. L.



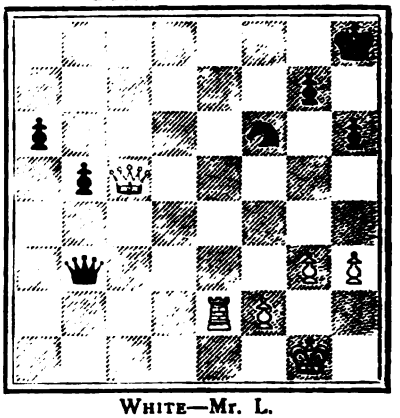
WHITE—Mr. TUCKETT.

Against Mr. Tuckett (1853). Black to play his 21st move and win.

WHITE.	BLACK.
	21 R takes Kt P c h
22 K takes R	22 P takes B
23 K to Kt sq	23 P takes Q Kt P
24 Kt to K 5	24 B takes Kt
25 R takes B	25 R to Q Kt sq
26 P to Q B 4	26 Q to Q 5
27 R to Q Kt sq	27 Q takes Q B P
28 R to Q B 5	28 Q to K 5
29 P to K B 3	29 Q to K 6 ch
30 K to B sq	30 B takes K B P

And wins.

BLACK—Mr. MORPHY.



WHITE—Mr. L.

In the match against Mr. Morphy. White to play his 38th move and win.

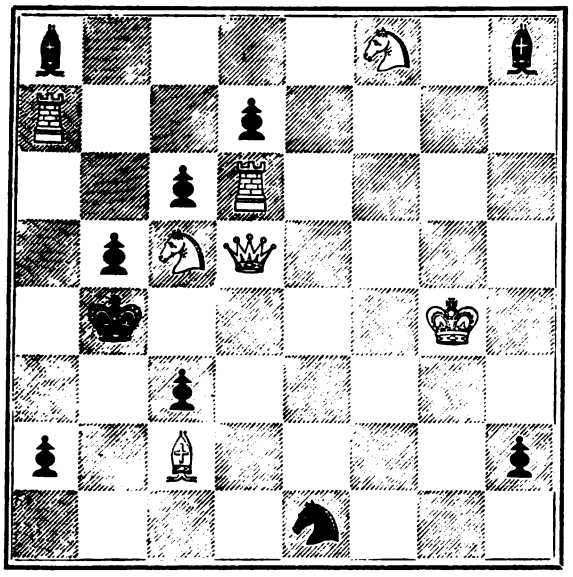
WHITE.	BLACK.
38 Q to K B 8 ch	38 Kt to Kt sq
39 R to K 7	39 Q to Q P ch
40 K to R 2	40 Q to Q 5
41 R to K 8	41 Q to B 5
42 R to Q R 8	42 P to Kt 5
43 R to R 7	43 Q to Q 5
44 R takes R P	44 P to Kt 6
45 R to R 8	45 Q to Q 4
46 R to R 7	46 Q to Q 5
47 R to Kt 7	47 Q to Q B 6
48 Q to B 7	48 K to R 2

49 R takes Kt P, and wins.

PROBLEMS.

PROBLEM 893.—By W. MEREDITH.

BLACK.

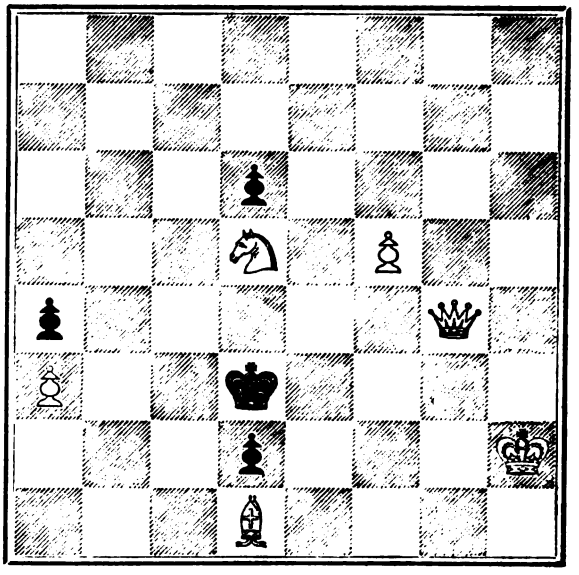


WHITE.

White to play and mate in three moves.

PROBLEM 894.—By W. T. PIERCE.

BLACK.

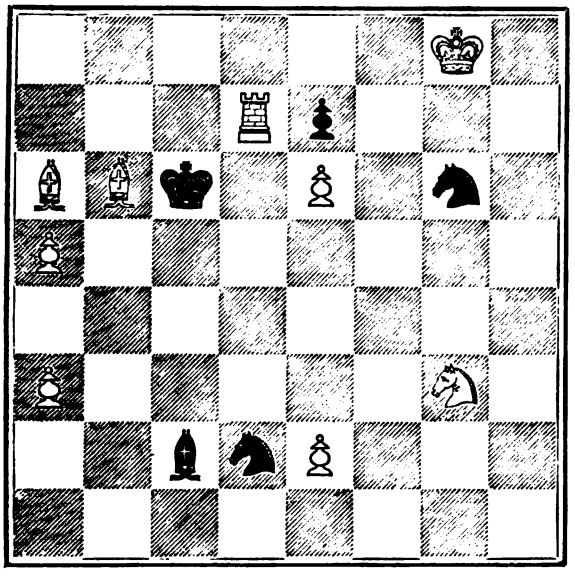


WHITE.

White to play and mate in three moves.

PROBLEM 895.—By J. PIERCE.

BLACK.

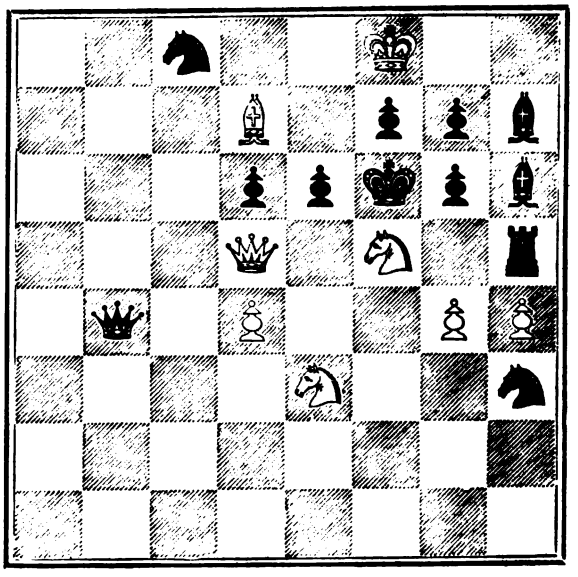


WHITE.

White to play and mate in four moves.

PROBLEM No. 896.—By W. HILLES.

BLACK.



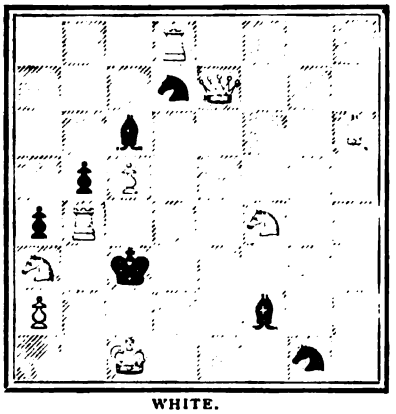
WHITE.

White to play and mate in four moves.

PROBLEMS.

No. 897.—By A. E. Studd.

BLACK.

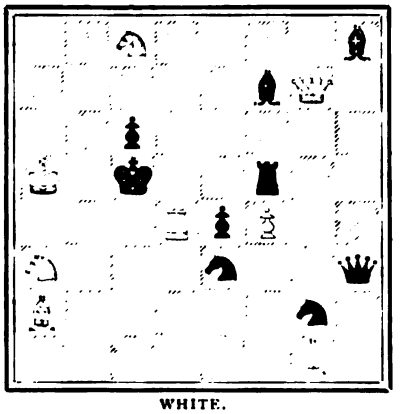


WHITE.

White to play and mate in two moves.

No. 898.—By Ben. S. Wash.

BLACK.

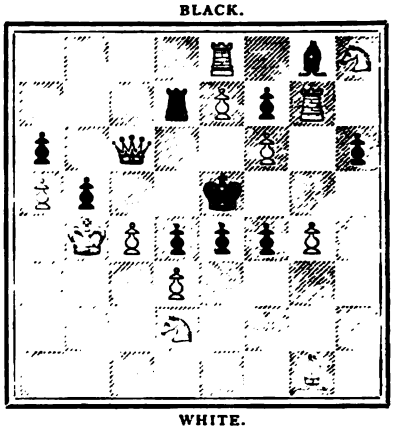


WHITE.

White to play and mate in two moves.

No. 899.—By X. Hawkins.

BLACK.



WHITE.

White to play and mate in two moves.

No. 900.—By Joseph N. Babson.

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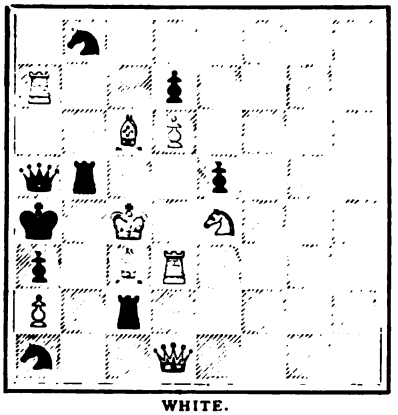
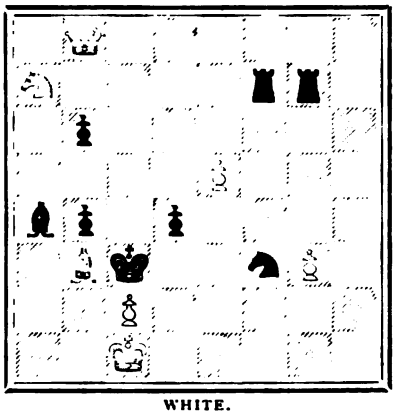


WHITE.

White to play and self-mate in two moves.

No. 901.—By Sergt.-Major McArthur.

BLACK.

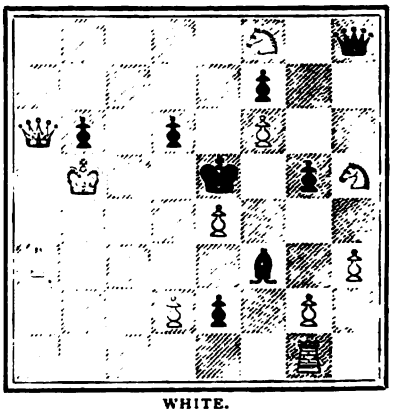


WHITE.

White to play and mate in three moves.

No. 902.—By Victor Gorgias.

BLACK.



WHITE.

White to play and mate in three moves

No. 903.—By F. F. Pott.

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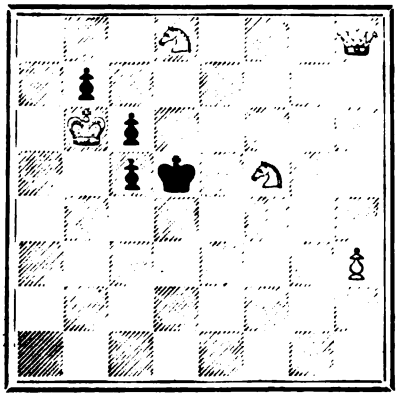
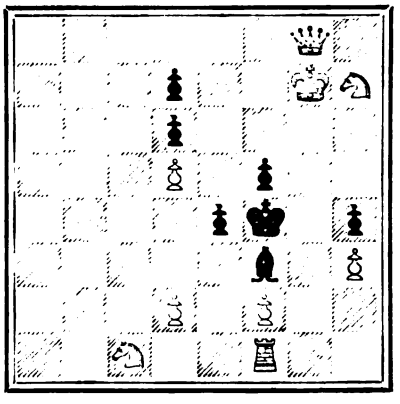


WHITE

White to play and mate in three moves.

No. 904.—By D. W. Clark, of Siberia.

BLACK

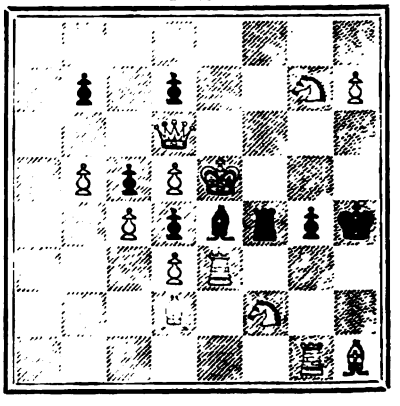


WHITE

White to play and mate in four moves.

No. 905.—By R. W. Johnson.

BLACK



WHITE

White to play and self-mate in 8 moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 230.

Bishop's Gambit.

Played simultaneously blindfold, with 15 other games on the 16th December, 1876, at the West-end Chess Club.

WHITE. Major MARTIN.	BLACK. J. H. ZUKERTORT. (blindfold)
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch
4 K to B sq	4 Kt to Q B 3
5 P to Q 4	5 P to K Kt 4
6 Kt to K B 3	6 Q to R 4
7 B to K 2	7 Q to Kt 3 (a)
8 P to Q 5	8 Q Kt to K 2
9 Kt to B 3	9 B to Kt 2
10 Q to Q 3 (b)	10 P to Q 3
11 B to Q 2	11 B to Q 2
12 Kt to Q Kt 5	12 K to Q sq
13 B to B 3	13 B takes Kt (c)
14 Q takes B	14 B takes B
15 Q takes P	15 R to B sq
16 P takes B	16 P to Kt 5
17 Kt to Q 2	17 Kt to K B 3
18 Q to Kt 4	18 R to K Kt sq (d)
19 Q to Q 4 (e)	19 Q to R 3
20 K to K sq	20 P to B 6
21 B to R 6 (f)	21 P takes P
22 R to K Kt sq	22 Q takes P
23 B takes R	23 K takes B
24 K to K 2 (g)	24 Q to K 4
25 R takes P	25 Kt to Kt 3
26 R to K B sq	26 Kt to R 4 (h)
27 K to Q sq (i)	27 Q takes Q
28 P takes Q	28 Q Kt to B 5
29 R to R 2 (k)	29 P to Kt 6
30 R to R 4	30 P to Kt 7
31 R to Kt sq	31 R to Kt 6
32 R to R 2	32 Kt to B 3
33 Kt to B sq (l)	33 P takes Kt queening (ch)
34 R takes Q	34 Kt to Kt 5 (m)
35 K R to B 2 (n)	35 Kt takes R ch
36 R takes Kt	36 R to Kt 5
37 K to Q 2	37 R to Kt 7
38 R takes R	38 Kt takes R
39 K to K 2	39 K to Q 2
40 K to B 2	40 Kt to R 5
41 K to Kt 3	41 Kt to Kt 3
42 K to Kt 4	42 K to K 2
43 P to B 4	43 K to B 3
44 P to R 4	44 Kt to K 4 ch
Resigns.	

(a) Weak. Black could continue safely with 7 B to Kt 2. If then 8 Kt to K 5, 8 Q to R 3, 9 Kt takes Kt, 9 Q P takes Kt, and Black has a well developed game. If 8 P to K R 4, 8 P to Kt 5, 9 Kt to Kt sq, 9 P to Q 3, 10 P to B 3, 10 Kt to B 3.

(b) White could obtain here the superior game by 10 Kt to Q Kt 5, 10 K to Q sq, 11 P to Q 6.

(c) An injudicious exchange, which loses a pawn. Black should play 13 Kt to K B 3.

(d) An important rejoinder, which prepares the attack against the adverse King's flank.

(e) If 19 B to R 6, Black may proceed with

	19 Q to R 3
20 B takes R	20 P to B 6
21 Q to Q 4	21 P takes P ch
22 K takes P	22 Q to R 6 ch
23 K to Kt sq	23 K takes Kt

(f) If 21 P takes P, then 21 P to Kt 6.

(g) Well played. White dare not take the R P, *e.g.*:

24 Q takes P	24 Q to Kt 6 ch
25 Q to B 2	

[25 K to K 2, 25 Kt takes P, 26 Kt takes Kt, 26 Q to B 6 ch, 27 K to Q 2, 27 Q takes Kt, etc.]

	25 Q takes P
26 R to Q sq (or A)	26 Q Kt takes P
27 Q takes P	27 Kt to K 6

A.

26 R to Q B sq	26 Kt takes K P
27 Q to B 4 (best)	27 Kt takes Kt
28 Q takes Kt	28 Q to K 4 ch
29 K to B 2	29 Kt takes P
30 R takes P	30 P to R 4

(h) Black would lose a piece, should he play 26 Kt to B 5 ch, as White then captures the Knight with the Rook and attacks the Queen with the other Rook. The move in the text attempts to preserve the all-important Kt P.

(i) White conducted the game up to this point with good judgment, but here he fails to grasp the opportunity to capture the adverse Kt P, and so to obtain the superiorty. After 27 K R takes P, 27 Q Kt to B 5 ch would prove but blank shot, *eg.*

27 K R takes P	27 Q Kt to B 5 ch
28 K to B 3	28 R takes R
29 K takes R	

and Black has no means to punish the sortie of the hostile monarch.

(k) White's best continuation consisted in:

29 K R to B 2	29 P to Kt 6
30 R takes Kt	30 Kt takes R
31 R takes Kt	31 P to Kt 7
32 Kt to B 3	32 P to Kt 8 queening ch
33 Kt takes Q	33 R takes Kt ch
34 K to K 2	34 R to Kt 2
35 K to B 3	

and White has a good chance to draw the game.

(l) A desperate measure to free the game, but White has no means to save the day. If 33 K to K sq, Black replies with 33 Kt to Kt 5, 34 R takes R P, 34 R to K 6 ch, 35 K to Q sq, 35 Kt to B 7 ch, 36 K to B sq, 36 Kt to K 7 ch.

(m) The deciding *coup*, which must win the exchange, and leaves then Black with a clear piece ahead.

(n) If 35 R takes Kt, then 35 Kt takes R, 36 R takes P, 36 P to K R 4, etc.

GAME 231.

The two following games were played in the late tournament of the St. George's Chess Club.

Giuoco Piano.

White. Mr. PULLER.	Black. Dr. BALLARD.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 Castles	4 Kt to B 3
5 Kt to Kt 5 (a)	5 Castles
6 P to Q 3	6 P to Q 3 (b)
7 P to K R 3	7 P to K R 3
8 Kt to K B 3	8 Kt to Q R 4 (c)
9 B to Kt 3	9 Kt takes B
10 R P takes Kt	10 Kt to R 2
11 B to K 3	11 B takes B
12 P takes B	12 P to K B 4
13 P takes P	13 B takes P
14 P to K 4	14 B to K 3
15 Q Kt to Q 2	15 Q to Q 2
16 Q to K 2	16 Q to B 3
17 Q R to B sq (d)	17 R to B 3
18 K to R 2	18 Q R to K B sq
19 P to B 3	19 Q to Kt 4
20 P to B 4 (e)	20 Q to K sq
21 P to Q Kt 4	21 Q to R 4
22 Q to K 3 (f)	22 P to K Kt 4
23 Kt to Kt sq	23 P to Kt 5
24 R takes R	24 Kt takes R (g)
25 Q to Kt 3	25 Q to Kt 4
26 R to Q sq	26 Kt to R 4
27 Q to K sq (h)	27 R to B 7 (i)
28 Q Kt to B 3 (k)	28 Q to B 5 ch
29 K to R sq	29 Kt to Kt 6 ch
30 K to R 2	30 Kt to B 8 dble ch
31 K to R sq	31 Q to R 7 ch
32 Kt takes Q	32 Kt to Kt 6 ch mate

(a) A meek opening like the Giuoco Piano cannot be improved by this eccentric *coup*, which must ultimately result in the loss of two moves.

(b) Black could increase here the advantage already gained by 6 P to Q 4, 7 P takes P, 7 B to K Kt 5, 8 Q to K sq, 8 Kt takes P.

(c) Being far ahead in the development the second player had ample time to bring his Q Kt on the King's side by Kt to K 2 and Kt to Kt 3.

(d) 17 P to B 3 was the right rejoinder, Black could then gain nothing by 17 B takes Kt P, 18 Kt takes B, 18 Q to Kt 3 ch, on account of the reply, 19 Q Kt to Q 4.

(e) 20 P to Q Kt 4 was preferable.

(f) Giving the opponent time to complete his preparations for a successful

attack. 22 Kt to K Kt sq would secure White against any vehement onslaught.

(g) Much stronger than to retake with the Rook. Black conducts the second part of the game in the most accomplished style.

(h) If 27 P to K R 4, Black wins with 27 Q to B 3.

(i) Not only brilliant, but also absolutely decisive.

(k) Presenting the opponent with the opportunity to repeat the evergreen idea of the smothered mate. White, however, had no means to save the game. If 28 K Kt to B 3, Black wins by 28 P to Kt 6 ch, *e.g.*:

28 K Kt to B 3 — 28 P to Kt 6 ch

If 28 Q to B 5 ch, White would rejoin 29 K to Kt sq.

29 K to Kt sq (best) — 29 Q to B 3
30 Kt to B sq

If 30 Q to K 3, then 30 Kt to B 5.

30 B takes R P
31 Kt to K 3 — 31 B takes P

GAME 232.

King's Gambit Declined.

White. Dr. BALLARD.	Black. Mr. PULLER.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P to Q 4
3 P takes Q P	3 P to K 5
4 B to Kt 5 ch	4 P to B 3
5 P takes P	5 P takes P
6 B to B 4	6 Kt to B 3
7 P to Q 4	7 P tks P *en pass* (a)
8 Q takes P	8 Q to B 2
9 B to K 3	9 B to Q 3
10 Kt to K 2	10 Castles
11 Castles	11 R to K sq (b)
12 Q Kt to B 3	12 Kt to R 3 (c)
13 Q R to Q sq	13 B to B sq (d)
14 B takes Kt	14 B takes B
15 Q takes B	15 R takes B
16 Q to B 4	16 Q R to K sq
17 Kt to Kt 3 (e)	17 Q to Kt 3
18 Kt to R 4	18 Q to B 2
19 P to Kt 4	19 Kt to Kt 5
20 Kt to B 5	20 B takes Kt (f)
21 Q takes B	21 K R to K 3
22 Kt to B 5	22 P to Kt 3 (g)
23 Kt to Q 4	23 R to K 5
24 Kt to Kt 5	24 Q to K 2
25 Kt to Q 6	25 Q to R 5
26 P to K R 3	26 Kt to K 6 (h)
27 Kt takes K R	27 Kt takes Q R
28 Q to Q 4	28 R takes Kt
29 Q takes R	29 Q to Q sq
30 K to R sq	30 Kt to B 6
31 Q to Q 3	31 Q to B 3
32 P to B 5	32 P to Kt 4
33 Q to Q 7	33 K to Kt 2
34 Q takes R P	34 Kt to K 7
35 Q to K 3	35 Kt to B 5
36 R to K sq	36 Q takes P
37 Q to K 5 ch	37 Q takes Q
38 R takes Q	38 Kt to K 3
39 R takes Kt (i)	39 P takes R
40 P to Q R 4	40 Resigns.

(a) The usual continuation is 7 B to Q 3.

(b) 11 R to Q sq was decidedly stronger

(c) Black has given up a Pawn in the opening to obtain an attacking position. The move in the text certainly does not improve upon the scheme, as it simply leads to an exchange of two pieces. 12 Q Kt to Q 2 was the proper course. Should Black play 12 Kt to Kt 5, White may rejoin with 13 Kt to K 4.

(d) Certainly a very safe move, but hardly advisable under the circumstances. 13 B to Q B 4 was the right rejoinder.

(e) White here misses the strongest continuation, 17 Kt to Q 4.

(f) White threatened R to Q 7. Should Black play 20 Q to Kt 3, White wins by 21 R to Q 7, 21 Kt to R 3, 22 R to Kt 7 22 B takes Kt, 23 R takes Q, 23 R to Q B 6 dis ch, 24 Q takes B, 24 R takes Q, 25 P takes R, 25 P takes R, 26 P takes P.

(g) 22 Kt to K 6, 23 Kt takes Kt, 23 R takes Kt, gave Black the best chance to escape with a drawn battle. The chosen continuation leads to an interesting ending, when White displays high-class skill.

(h) 26 R to K 7 was very promising, and White then could not capture the Knight without exposing himself to a forced draw—27 P takes Kt, 27 R takes P ch, 28 K takes R, 28 Q takes P ch—Dr. Ballard points out, however, that he would win against 26 R to K 7 by 27 Kt takes R, *e.g.*:

26 R to K 7
27 Kt takes R — 27 Q to Kt 6 (best)
28 Kt to B 6 ch — 28 K to Kt 2 (or A)
29 Kt to R 5 ch — 29 P takes Kt
30 Q to K Kt 5 ch — 30 K to B sq
31 R to Q 8 ch — 31 R to K sq
32 P takes Kt

A.

28 Kt takes Kt
29 R to Q 8 ch — 29 Kt to K sq

If 29 K to Kt 2, White mates on the move. If 29 R to K sq, then 30 R takes R ch, 30 Kt takes R, 31 Q to K 7. 30 Q takes B P.

(i) Ce n'est pas beau, mais c'est la guerre.

GAME 233.

Evans Gambit.

Played with eleven other games simultaneously, blindfold, at the West-end Chess Club, February 12th, 1876.

White. J. H. ZUKERTORT. (blindfold)	Black. Major MARTIN.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to R 4
6 Castles	6 P to Q 3 (a)
7 P to Q 4	7 P takes P
8 Q to Kt 3 (b)	8 Q to B 3
9 P to K 5	9 P takes P
10 R to K sq	10 B to Q 2 (c)
11 Kt takes K P (d)	11 Kt takes Kt
12 B takes P ch	12 K to Q sq (e)
13 B takes Kt	13 Kt to Q 6
14 R to B sq	14 Kt takes B (f)
15 R takes Kt	15 K to B sq (g)
16 Kt to Q 2	16 Q to Q sq
17 B to Q 5	17 P to B 3
18 Kt to B 4	18 B to B 2 (h)
19 P takes P	19 Q to R 5
20 P to Kt 3	20 Q takes Q P
21 Q R to Kt sq	21 R to Q Kt sq
22 B to Kt 2	22 R to K sq
23 R to Q sq	23 Q to Kt 5
24 B to B 3	24 Q to K 3
25 R to K sq	25 Q to Kt 3 (i)
26 Q to R 3	26 Q to B 2
27 R takes R ch	27 B takes R
28 B to Kt 4 ch	28 B to Q 2
29 B takes B ch	29 K takes B (k)
30 R to Q sq ch	30 K to B sq
31 Kt to Q 6 ch	31 B takes Kt
32 Q takes B	32 Q to K sq
33 P to Q R 4 (l)	33 P to Q R 4 (m)
34 R to Q 3	34 R to R sq (n)
35 R to K B 3	35 Q to K 8 ch
36 K to Kt 2	36 Q to K 5
37 Q to B 8 ch	Resigns.

(a) The orthodox continuation is 6 Kt to B 3. Black may proceed, likewise, with 6 B to Kt 3. The move in the text is not so good.

(b) This move, which constitutes "Waller's attack," is the strongest at this juncture, although this dictum is opposed to the opinions of the majority of Chess writers.

(c) The *Handbuch* gives here, as the strongest reply, 10 Kt to R 3, and proceeds with 11 B to K Kt 5, 11 Q to B 4, 12 B to Q 5 [!] White has here, however, a winning attack by playing on the 12th move Q to R 3, a move pointed out first by Mr. Steinitz.

(d) The *Handbuch* gives here as best continuation for White

11 B to Kt 5 — 11 Q to B 4
12 Q takes P — 12 R to B sq
13 B to Q 5 — 13 R to Kt sq
14 R takes P ch — 14 Q takes R
15 B takes P ch — 15 K to B sq
16 Q takes R ch — 16 Kt takes Q
17 Kt takes Q — 17 P takes P
18 B to Kt 3 — 18 Kt to K 2
19 Kt to B 4 — 19 B to Kt 3
20 Kt takes P

and White has the much superior game.

The continuation, which I chose for the sake of novelty, is not sound.

(e) If 12 Q takes B, White would obtain a won end game by

13 R takes Kt ch	13 K to B sq
14 B to R 3 ch	14 Kt to K 2
15 Q takes Q ch	15 K takes Q
16 R takes Kt ch	16 K to B 3
17 R takes B	17 K R to K sq
18 K to B sq	18 P takes P
19 R to Q 3	19 P to B 7

[19 Q R to Q sq, 20 R to B 3 ch, 20 K to Kt 3, 21 Kt takes P.]

20 Kt to B 3	20 Q R to Q sq
21 Kt to Q 5 ch	21 K to K 4
22 B to Kt 2 ch	22 K to K 5
23 R to Q 4 ch, etc.	

Should Black play on his 12th move K to B sq, White continues with

13 B takes Kt	13 P to Q Kt 3 (or A)
14 B to R 3 ch	14 P to B 4
15 R takes Kt	15 R takes B
16 R takes P	16 B to K 3
17 R to K B 5 dis ch	17 K to K sq
18 Q to Kt 5 ch	18 B to Q 2
19 Q to K 2 ch	

A.

	13 Kt to B 2
14 B takes Kt	14 Q takes B
15 Q to R 3 ch	15 K to Kt sq
16 Q takes B	

(f) Black has well conducted the game up to now, but he lets slip the opportunity to obtain an attack by 14 B to B 3. The move in the text is in favour of White.

(g) If now 15 B to B 3, White rejoins with 16 R to Q sq, and if 16 Q to Kt 4 then 17 R takes P ch, 17 K to B sq, 18 B to Q 5, 18 R to Q sq, 19 B to K 6 ch, 19 K to Kt sq, 20 R takes R ch, 20 Q takes R, 21 Kt to R 3.

(h) Black dare not capture the Bishop, *e.g.*:

	18 P takes B
19 Kt to Q 6 ch	19 K to B 2
20 Kt takes P	20 R to Q Kt sq

[20 Q to B 3, 21 P takes P dis ch, 21 B to B 3 (21 K to Kt sq, 22 Kt takes B dis ch, 22 Q to Kt 3, 23 Q to K Kt 3 ch), 22 Kt takes B].

21 P takes P dis ch	21 B to B 3
22 R takes B ch	22 K takes R
23 R to B sq ch	23 K to Q 2
24 Q takes P ch	

Should Black play 18 B takes P, White pursues the attack with 19 Q R to Kt sq.

(i) To capture the two Rooks for the Queen would be fatal. Before Black could bring his Q R into play, White would win Black's Pawns on the King's side.

(k) If 29 Q takes B, White wins by 30 Q to B 8 ch, 30 B to Q sq, 31 Kt to K 5, 31 Q to Q 4, [31 Q to K 2, 32 Q to B 5 ch, 32 K to B 2, 33 R to Q sq] 32 Q takes P, etc.

(l) Useless; White should play at once 33 R to Q 3.

(m) 33 P to Q Kt 3 was much better.

(n) A blunder which precipitates the defeat. Black's best rejoinder was 34 P to Q Kt 3 (34 Q to K 8 ch, 35 K to Kt 2, 35 Q to K 5 ch, 36 K to R 3, 36 Q to B 4 ch, 37 P to Kt 4), but even then White wins by

35 R to K B 3	35 K to Kt 2
36 R to K 3	36 Q to Q B sq (best)
37 R to K 7 ch	37 K to R sq
38 R to Q B 7	38 Q to K sq

[31 Q to R 3, 39 Q takes P ch, 39 R to Kt 2, 40 R to B 8 ch, 40 K to R 2, 41 Q to K 8].

39 Q to Q 3	39 P to Q Kt 4
40 P takes P	40 R takes P
41 R takes Kt P	41 P to R 5 (best)
42 Q takes P	42 Q to K 8 ch
43 K to Kt 2	43 Q to R 4
44 Q to K 4	44 Q to R 3
45 R to Q B 7	45 R to Kt 3 (best)
46 Q to K 8 ch	46 R to Kt sq
47 Q takes P ch	47 Q takes Q
48 R takes Q	

GAME 234.

Scotch Game.

Played in the Divan Tournament, 6th April, 1876.

White. Mr. POTTER.	Black. Mr. MINCHIN.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Kt to B 3
5 Kt takes Kt	5 Kt P takes Kt
6 B to Q 3	6 P to Q 3 (a)
7 Castles	7 B to K 2
8 Kt to B 3	8 Castles
9 P to K R 3 (b)	9 B to Kt 2
10 B to K 3	10 P to Q R 3 (c)
11 Q to K 2	11 P to B 4
12 Q R to Q sq	12 Q to B sq (d)
13 P to B 3 (e)	13 Kt to R 4
14 Q to B 2	14 P to Kt 3
15 Kt to K 2	15 B to K B 3
16 P to Q Kt 3	16 Q to K 3
17 P to K Kt 4	17 Kt to Kt 2
18 Kt to B 4	18 Q to K 2
19 Kt to Kt 2	19 Kt to K 3
20 P to K B 4	20 B to Q 5
21 B takes B	21 Kt takes B (f)
22 Q R to K sq	22 P to K B 3
23 P to B 3	23 Kt to K 3
24 P to K R 4	24 K to R sq
25 P to B 5	25 Kt to Kt 2
26 Kt to B 4	26 P takes P
27 K P takes P	27 Q to Q 2
28 P to R 5	28 Q to B 3
29 Q to R 4	29 R to B 2
30 P to R 6	30 R to K Kt sq (g)
31 R to K 2 (h)	31 Kt to K sq
32 B to B 4	32 K R to B sq (i)
33 B takes R	33 K takes B (k)
34 P to B 4	34 Q to Q 2
35 K R to K sq	35 B to B 3
36 R to K 7	36 Q to Q sq
37 P to Kt 5	37 R to B 2
38 R takes R	38 K takes R
39 P to Kt 6 ch	39 K to Kt sq
40 P takes P ch	40 K takes P
41 Q to Kt 4	Resigns. (l)

(a) The defence adopted by Black (4 Kt to K B 3), was first analysed a dozen years ago by E. *v.* Schmidt, in the *Schachzeitung*. It had its revival in a consultation game played by Blackburne and Zukertort, against Potter and Steinitz (see *Westminster Papers*, July 1875), and again it was adopted by me against Mr. Blackburne in our first game played in the Divan Tourney. In both these cases Black proceeded with the rejoinder 6 P to Q 4.

(b) I prefer 9 P to B 4.

(c) A move which the player himself could hardly explain.

(d) Black has already a very cramped game, and hardly any satisfactory continuation. 12 Q to K sq was, I think, the best.

(e) Why not 13 P to B 4? Should Black reply 13 P to Q 4, then 14 P to K 5. If 13 Q to K 3, then 14 B to Q B 4, 14 Q to Q 2 or B sq, 15 P to K 5.

(f) 21 P takes B was more promising.

(g) If 30 Kt to K sq, White forces the victory by

31 B to B 4	31 R to K B sq (best)
32 R to K 7	32 R to Q sq

there is nothing better.

33 Q to R 5

(h) It is quite obvious that the capture of the Kt was dangerous, on account of the reply 31 K R takes P. White, however, could, instead of the defensive move in the text, bring matters to an immediate conclusion by 31 B to K 4, *e.g.*:

31 B to K 4	31 Q to Kt 3 (or A and B)
32 Kt to Kt 6 ch	32 P takes Kt
33 P tks Kt dbl ch	33 K takes P
34 P takes P	34 R to K R sq

If 34 P to B 5 dis ch, 35 K to R 2. If 34 R to K 2, 35 Q to R 7 ch, 35 K to B sq, 36 R takes P ch, 36 K to K sq, 37 B to B 6 ch.

35 Q takes R ch	35 K takes Q
36 P takes R	36 K to Kt 2
37 R takes P	37 K to B sq
38 B takes B	

A.

	31 P to Q 4
32 P takes Kt ch	32 K R takes P
33 Kt to Kt 6 ch	33 R takes Kt
34 P takes R	

B.

	31 Q takes B
32 R takes Q	32 Kt takes P
33 Q to K sq	33 R takes P ch
34 K to R 2	

(i) If 32 R to Q 2, then, of course, 33 R takes Kt.

(k) 33 R takes B would be met with 34 R takes Kt.

(l) Black cannot avert a forced mate in three moves.

OUR PROBLEMS REVIEWED.

No. 801, by CONRAD BAYER. -"Scarcely an average two-mover; besides the duals, the threatened check by the Black Rook is an additional blemish," W. Coates. Solved by R. W. Johnson and Ben S. Wash.

No. 802, by CONRAD BAYER. -"Herr Bayer seems of late to have quite changed his style in Problem composition. This is an attractive position, and the solution very pretty, though not very puzzling," W. Coates. Solved by R. W. Johnson and Ben S. Wash.

No. 803, by CONRAD BAYER.- -"I like this the best of the four. It is a beautiful and well-constructed problem, albeit somewhat easy." Solved by R. W. Johnson and Ben S. Wash.

No. 804, by CONRAD BAYER.—"The only difficulty is in the first move; the rest is all plain sailing." Solved by R. W. Johnson and Ben S. Wash.

Remarks on the Set.- -"Accurate and beautiful; it is many degrees inferior, in my opinion, to the first prize set in the 'Westminster Papers' tourney last year."

No. 805, by G. H. THORNTON.—"Obvious," W. Coates. Solved by R. W. Johnson and Ben S. Wash.

No. 806, by J. PIERCE.—"I expected something more difficult considering the absence of variety," W. Coates. Solved by R. W. Johnson.

No. 807, by F. HEALLY.- "I thought the sacrifice of the Q at K 4 formed part of the author's idea; but the first move is difficult and extremely beautiful," W. Coates.

No. 808, by CONRAD BAYER.—"An attractive position; although not difficult the solution is pleasing," W. Coates. Solved by R. W. Johnson.

No. 809, by C. CALLANDER.—"An old idea well worked out," W. T. Pierce. -"A very pice problem, though Black has but one defence," J. Jordan.

No. 810, by W. MEREDITH. -"A good and intricate position," J. Jordan.

No. 811, by CONRAD BAYER. "Neat and easy," W. T. Pierce.- "I traversed every available square on the board with the R before finding out the right one," J. Jordan. "A capital and difficult problem," R. W. Johnson.

No. 812, by F. HEALEY.—"A perfect problem," W. T. Pierce.—"An excellent problem," R. W. Johnson.

No. 813, by E. N. FRANKENSTEIN.—"Very good indeed. It is not at all obvious that the Kt moves at first," W. T. Pierce. R. W. Johnson and J. Jordan solve this problem, by 1 Q to Q 2, &c.

No. 814, by J. E. VERNON. -"Very easy," W. T. Pierce. - "A first-rate idea," R. W. Johnson.—"A very pretty little problem," J. Jordan.

No. 815, by Serjt.-Major MCARTHUR. -"Seems to want point; but has some very pretty variations," W. T. Pierce.—"An interesting problem," J. Jordan.—"Difficult and good throughout," R. W. Johnson.

No. 816, by D. W. CLARK.—"Rather obvious," W.T. Pierce. —"Fair," R. W. Johnson.—"A very fair problem," J. Jordan.

No. 817, by C. W. (Sunbury).—"Good and difficult," R. W Johnson.—"A good problem, as all are by this composer," J. Jordan.

No. 818, by D. W. CLARK.—"Can hardly be called a problem," W. T. Pierce.—"Not deep; not to be compared with 816," J. Jordan. --R. W. Johnson points out that this problem may also be solved by 2 B to K 7, 3 B to K 8, 4 B to B 6, 5 P mates.

No. 819, by F. W. MARTINDALE. -"Very good," W. T. Pierce.

No. 820. – This problem is wrong.

No. 822, by J. STONEHOUSE. -"A very neat block position," W. T. Pierce. --"A beautiful problem, but not difficult," Ben. S. Wash.- "An obvious first move," X. Hawkins.- "Elegantly constructed," R. W. Johnson. -"A fair problem," J. Jordan.

No. 823, by W. MEREDITH. "Of great beauty and elegance," W. T. Pierce. – "Ben. S. Wash points out that Black's defence of 2 P to Kt 3 renders the problem impossible of solution. The first move is obvious, but the afterplay is interesting and difficult," R. W. Johnson.

No. 824, by CONRAD BAYER.—"A good game study," W. T. Pierce.—"A problem that delights the solver," J. Jordan. Solved by X. Hawkins. A difficult problem. The sacrifice of Q and R is very unexpected.

No. 825, by J. PIERCE.—"Very moderate," W. T. Pierce.—"Very good," X. Hawkins.—"Black must wait for his fate; poor," J. Jordan.- -"The merit of the problem is in its second move," Ben. S. Wash. -"Belongs to the puzzle class," R. W. Johnson.

No. 126, by C. CALLANDER.—"Very pretty," W. T. Pierce. "Well constructed, J. Jordan.—"An elegant problem. The best of the two movers," Ben. S.Wash.—"Solved by X. Hawkins."—"The best of the two movers," R. W. Johnson.

No. 827, by R. BRAUNE.—"Very good and pleasing," W. T. Pierce.—"Clever," X. Hawkins.- -"Very nicely put together," J. Jordan.—"Obvious at a glance," Ben. S. Wash.—"A pretty problem," R. W. Johnson.

No. 828, by D.W. CLARK.—"For the babies," W. T. Pierce. —"Transparent," Ben. S. Wash.—"Solved by X. Hawkins.' —"Obvious," R. W. Johnson.

No. 829, by HERR KLING.—"Difficult only, because one would not expect such a common sort of first move. Pretty," R. W. Johnson.—"The position is interesting," Ben. S. Wash. Characteristically neat and sound," J. Jordan.—"Solved by X. Hawkins."—"Obvious," R. W. Johnson.

No. 830.—Unsound.

No. 831, by C. W. (Sunbury). -"Very pleasing, and not at all obvious," W. T. Pierce.- -"A little beauty," X. Hawkins. ---"Far above the average three mover," J. Jordan.—"Very pretty," Ben. S. Wash. - "Very straightforward," R. W. Johnston.

No. 832, by VICTOR GORGIAS.—"Very fair," J. Jordan.—"A good problem, and of moderate difficulty," R. W. Johnson.

No. 833, by C. M. B. "Very good," W. T. Pierce.—"A capital stratagem," R. W. Johnston.—"An excellent problem," J. Jordan.- "The best three mover in the number," X. Hawkins.

No. 835, by W. MEREDITH.-- "One of the best three movers I have seen for a long time; it is a good idea," J. Jordan.—"Very good indeed," X. Hawkins.—"Elegant and well constructed," R. W. Johnson.—"W. T. Pierce sends a solution commencing with 1 R to Q 6 ch, 2 Q to Q 3 ch, &c."

No. 836, by J. PIERCE.—"Impossible. The author's intention is 1 Kt to Q 4, &c., but there is no note of P takes P.

No. 837, by R. BRAUNE.—"Very clever," W. T. Pierce.—"A fine problem, possessing very rare qualities indeed," J.

Jordan.—"Rather easy, the method of attack being very obvious," R. W. Johnston.

No. 838, by H. J. C. ANDREWS.—"The gem of the month, remarkable in its novel conception and in the clever construction which conceals it. The moves are also well timed and not transposable," W. T. Pierce.—"Not so difficult as one would expect from this author," X. Hawkins.—"Remarkably elegant. The idea is excellently worked out," R. W. Johnston.—"Ingenious, and an extremely knotty position," J. Jordan.

No. 839, by V. GORGIAS.—This problem is unsound.

No. 840 by J. E. VERNON.—"Very easy," W. T. Pierce.—"The move of Q to corner in this case is not at all obvious. An excellent problem with some ingenious play," R. W. Johnson.—"Black is too much crippled. I found it difficult to find a defence," J. Jordan.—Solved by X. Hawkins.

No. 841, by BEN S. WASH.—"Most excellent," W. T. Pierce.—"Very fair and well sustained in its termination," J. Jordan.—"Another excellent stratagem, and carefully worked out," R. W. Johnson.—Solved by X. Hawkins.

No. 842, by F. W. MARTINDALE.—"Although I do not much like this kind of Chess played backwards, I admit this to be an ingenious problem, however," W. T. Pierce.—"Unusually brilliant for a self-mate in so small a number of moves," R. W. Johnson.—Solved by J. Jordan,

No. 843, by J. PIERCE.—"The device of shutting out the action of B and R, by forcing Black to play Kt to K 7, is cleverly conceived," W. T. Pierce.—"The idea is pleasing, but it strikes me that the idea could have been improved," Ben S. Wash.—"A good and well-constructed position," R. W. Johnson.—"The care displayed in its construction shows it to emanate from the adept, but it is singularly barren of idea," J. Jordan.—"This problem has little if any merit, and will add nothing to the author's fame," X. Hawkins.

No. 844, by C. W. (Sunbury.)—This problem is wrong.

No. 845 by J. W. ABBOTT.—"Very good," W. T. Pierce.—Decidedly the most elegant problem in the number, but the solution is easy," Ben S. Wash.—"A capital problem, and of considerable difficulty," R. W. Johnson.—"A very good problem," J. Jordan.—"This idea is well expressed and ably varied," X. Hawkins.

No. 846, by J. KLING.—"Inferior to to the author's usual standard," W. T. Pierce.—"Though it begins with a check, it ends well," X. Hawkins.—"Very ingenious," J. Jordan.—"Another good problem. The play throughout is very fine," R. W. Johnson.

No. 847, by W. T. PIERCE.—"Neat, but very easy," R. W. Johnson.—"Much above the general run of two movers," J. Jordan.—"Fair," X. Hawkins.—"Very neat and pretty," Ben S. Wash.

No. 848, by J. P. TAYLOR.—"Very good," W. T. Pierce.—"Neat, but old," X. Hawkins.—"Passable," J. Jordan.—"Original and good, the best two mover," R. W. Johnson.

No. 849, by D. W. CLARK.—"Pretty, but simple," R. W. Johnson.—"Fairly constructed, but the idea is very old," J. Jordan.—"Clever," X. Hawkins.—"Weak and full of duals," W. T. Pierce.—"Obvious," Ben S. Wash.

No. 850, by J. CRAKE.—"This is my idea of a beantiful problem," Ben S. Wash.—"Neat but easy," W. T. Pierce.—"Very good," X. Hawkins.—"Good," J. Jordan.—"A fair problem," R. W. Johnson.

No. 851, by VICTOR GORGIAS.—"The first move is apparent," R. W. Johnson.—"The threatened check renders the solution apparent," J. Jordan.—"The Q should never be placed *en prise* for the sake of a variation," X. Hawkins.—"Good, but the threatened check suggests the first move," W. T. Pierce.—"Very poor, the position of the Black R tells the tale."

No. 852, by E. VERNON.—This problem admits of two solutions.

No. 853, by BEN S. WASH.—"Good," J. Jordan.—"Rather puzzling," W. T. Pierce.—"A nice little stratagem," X. Hawkins.—"A good example of Chess puzzles," R. W. Johnson.

No. 854.—Very good and elegant; much better than many pretentious productions of this class," R. W. Johnson.—"Not in my line," X. Hawkins.—"Very pretty," W. T. Pierce.—"Good of its class, but I greatly prefer Mr. B.'s ordinary problems. Very easy but pretty," Ben S. Wash.

No. 855, by F. W. MARTINDALE.—"Quite in the old Bolton style, and very good," J. W. T. Pierce.—"The problem on the whole is a very fair one." J. Jordan.—"Good of its kind," X. Hawkins.—"A straightforward solution, which cannot very well go wrong," R. W. Johnson.

No. 856. by W. MEREDITH.—This problem admits of two solutions, 1 Kt to K B 7, or, Kt to K B. 6.

No. 857, by J. W. ABBOTT.—"A neatly constructed and pleasing problem." H. J. C. A.—"Very good. I do not meet many better, the position of the W. K. however, indicates the approach of the hostile monarch," J. Jordan.—"Fair," W. T. Pierce.—"Not up to the author's standard," X. Hawkins.

No. 858, by J. KLING.—"An instructive end game. Not so nearly easy as it looks at first sight. A pretty simple problem, W. T. Pierce—"A pleasant little strategam." J. Jordan,—"Short and sweet." X. Hawkins.

No. 859, by D. W. CLARK.—"Undeniably pretty, though rather obvious." H. J. C. A.—"The sacrifice of the Queen is the first almost every tyro dashes at, and I am surprised at an old hand building a problem upon that one move." J. Jordan.—"Neat, but first move very obvious," W. T. Pierce.—"Obvious," X. Hawkins.

No. 860, by C. CALLANDER.—"Very skilful and interesting. The escapes from other solutions are quite as difficult to discover as the author's intention." H. J. C. A.—"Well conceived and difficult." W. T. Pierce.—"Barring an obvious first move, the attack is fine and vigorous, the defence being very strong." J. Jordan.

No. 861, by E. J. L.—An old fashioned problem, agreeably free however from those old fashioned checks which make the road so clear in many hundred positions of former times." H. J. C. A.—"Easy," W. T. Pierce.—"Evident," J. Jordan.—"Good." X. Hawkins.

No. 862, by J. PIERCE.—"Here again a 'cook seems inevitable, 1 B to B 3 looking so tempting. The author's solution is ingenious and the problem ably constructed." H. J. C. A.—"I found the solution difficult." J. Jordan.—"A fine and difficult problem." W. T. Pierce.—"Difficult all along the line. 1 B to B 3 is a pausible attack. It leads me on step by step like an '*ignis fatuus*,' until I awoke to find it all a drowsy dream.'" X. Hawkins.

No. 863, by R. BRAUNE.—"A sure mate in two moves is almost of necessity obvious. The present example, therefore, cannot be rated so high as many other beautiful problems by its clever composer," H. J. C. A.—"Very fair," W. T. Pierce.—"Very clever," J. Jordan.

No. 864, by A. C. PEARSON.—"A beautiful piece of strategy, containing a well-marked idea, and that rarity in a three-move a second move finer than the first," H. J. C. A.—"Very pretty," W. T. Pierce.—"Fresh and good," J. Jordan. Solved by X. Hawkins.

No. 865, by G. C. HAYWOOD.—"Black's weapons are cleverly turned against himself in this able and interesting problem,"

H. J. C. A.—"Clever," J. Jordan.—"Fine and difficult,"—W. T. Pierce.

No. 866, by I. GUNZBERG.—"Neatly constructed and pretty, but obvious at a glance," H. J. C. A.—"Good," W. T. Pierce.—"Easy, though not without merit," J. Jordan. Solved by X. Hawkins.

No. 867, by P. T. DUFFY.—"The threatened check by the Black Bishop renders the first move rather unlikely; contains several pleasing variations," H. J. C. A.—"Very good indeed," J. Jordan.—"Rather puzzling," W. T. Pierce. Solved by X. Hawkins.

No. 868, by BEN S. WASH.—"Fair," H. J. C. A.—"Very poor," W. T. Pierce.—"Nicely constructed," J. Jordan. Solved by X. Hawkins.

No. 870, by X. HAWKINS.—"When a Bishop stands on the long diagonal, with two corner squares open, there is generally little doubt about the first move. However good strategy this long range may have been, it is no wonder that composers do not begin to tire of so stale a trick," H. J. C. A.—"The construction points the way the first glance," W. T. Pierce.—"An old acquaintance in a thin disguise," J. Jordan.

No. 871, by G. J. SLATER.—"This is not easy, owing to White's great liberty of action. The solution when hit is rather disappointing," H. J. C. A.—"The position indicates the way of the Q," J. Jordan.—"Very elegant and ingenious," W. T. Pierce.

No. 872, by Serjt.-Major MCARTHUR.—"Of average merit," H. J. C. A.—"More difficult than pleasing," W. T. Pierce.—"Possible," J. Jordan.—"Solved by X. Hawkins."

No. 873.—This problem is defective.

No. 874, by C. CALLANDER.—"This problem cost me more trouble than all the others put together. I should think that White's rather commonplace first move may have been forced by constructive exigencies. Be that as it may, the second move in the main variation is really fine, and masterly, ending, as it does, in variations of great beauty and interest," H. J. C. A.—"The best problem in the number. The second move in main play is exceedingly dark," W. T. Pierce.

No. 875, by J. JORDAN.—"A capital answer to that formerly vexed question, must a P be taken *en passant*, to prevent stalemate? Of course, the reply is affirmative, but as an illustration of the principle, this problem deserves quotation in future Chess treatises; it is in other respects excellent, and, according to my experience, hard to solve," H. J. C. A.—"Very good and difficult," W. T. Pierce.

No. 876.—In this problem the W P at K Kt 6 and the B P at K Kt 2 should be transferred respectively to K B 6 and K B 2.

No. 877, by C. W. (Sunbury).—"Obvious in one variation, and faulty in the other," H. J. C. A.—"Pretty, but rather too obvious," W. T. Pierce.—"Very pretty indeed," J. Jordan.

No. 878, by Serjt.-Major MCARTHUR.—"Contains some cleverly worked variations, and is by no means easy," H. J. C. A.—"The Pawn construction on the Rook's file spoils an otherwise fair problem," W. T. Pierce.—"Only feeble when compared with the Serjt.-Major's former productions."

No. 879, by A. E. STUDD.—"The first move is not hard to discover, otherwise a pretty and skilfully varied three-mover," H. J. C. A.—"Very fair," W. T. Pierce.—"Very good," J. Jordan.

No. 880.—Unsound.

No. 881, by D. W. CLARK.—"Neat and pretty." H. J. C. A.—"Very moderate." W. T. Pierce.—"Very fair." J. Jordan.

No. 882, by BEN S. WASH.—"Has a good leading move, and a pleasing mate in the main play." H. J. C. A.—"A good problem. It is rather difficult to solve, and claims a fair share of constructor's merit." J. Jordan.

No. 883, by T. M. BROWN.—"A study in the style of bygone days, good of its kind, and as perfectly finished as the work of this fine and much lamented master invariably was (would we could still say is)." H. J. C. A.—"Very good." W. T. Pierce.—"In expecting a good problem under such a name, the solver will, in this as in every other case, be in no way deceived." J. Jordan.

No. 884, by G. J. SLATER.—"Very excellent," W. T. Pierce.—"I fear I am prejudiced against this class of problems; but I willingly own Mr. Slater's to be a novel and a clever one," J. Jordan.—"H. J. C. A. points out another line of play, commencing at move 3 R to Q B sq / B to K 7, 4 B takes P / B to B 8 bt, 5 R to Q sq / B to Kt 7, 6 B dis ch / B takes Q mate.

SOLUTIONS OF PROBLEMS.

White. Black.

885.

1 B to B 5 ch — 1 Q takes B
2 Kt to Kt 5 dis ch — 2 K to K 4
3 K to Kt 3 — 3 Aught
4 R or Kt mates

886.

1 R to Q 3 — 1 P to K 3
2 Kt to Q 3 — 2 Aught
3 Mates

887.

1 Q to Q B 4 — 1 B takes Q (a)
2 R to Q 7 ch — 2 K moves
3 P mates

(a)
1 K takes R (b)
2 Q to Q B 5 ch — 2 K moves
3 Q mates

(b)
1 B takes R (c)
2 Q tks K B P ch — 2 K moves
3 Q mates

(c)
1 B to K 3
1 P to Q 4 — 2 Aught
3 Mates

888.

1 Q to Q B 5 — 1 P to K B 5
2 Q to K 7 — 2 Aught
3 Mates

889.

1 R to K R 6 — 1 P to B 4 (a)
2 B to Kt 6 — Any move
3 B Mates

(a)
1 Kt to R 4, B 4 or K 5
2 Kt to K 4 — 2 Aught
3 Kt mates

890.

White. Black.
1 Q to K Kt sq — 1 K takes R
2 B to Kt 3 ch — 2 K moves
3 Q mates

891.

1 B to B 8 — 1 K to B 6 (a)
2 Q to K 3 ch — 2 K moves
3 Q mates

(a)
1 K takes P (b)
2 Q to Kt 5 (ch) — 2 K moves
3 Q mates

(b)
1 K to Q 4
2 Q to B 4 — 2 K to B 3
3 Q mates

892.

1 R to Kt 2 dis ch — 1 R takes B
2 Kt to Kt 5 ch — 2 B takes Kt
3 Q takes R ch — 3 K to R 5
4 Q to R 6 — 4 B takes Q
5 R to Q R 2 ch — 5 K to Kt 4
6 R to B 7 — 6 B takes P
7 R takes B ch — 7 K to B 3
8 R to Kt 6 mate

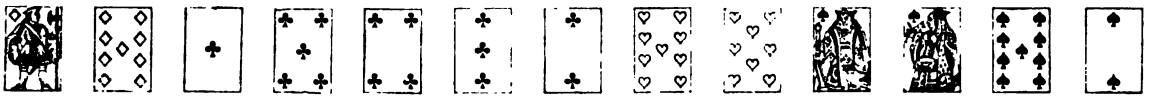
No. 129—DOUBLE DUMMY PROBLEM.

By Mr. F. H. LEWIS.

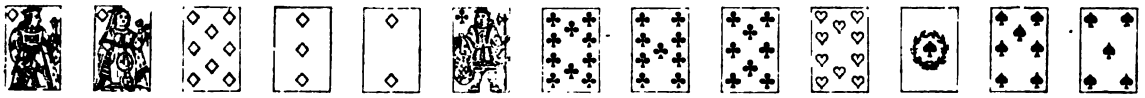
A's Hand.

X's Hand.

B's Hand.



Z's Hand.



Diamond trump. A to lead. Which side makes the odd trick?

Any Vol. of THE WESTMINSTER PAPERS will be presented for the best solution and analysis of this position.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 128.

1. A leads Club Knave, X plays King; B wins with Ace.
2. B leads Heart 3, Z plays Knave; A wins with Queen.
3. A leads Club 2, X plays 8; B wins with 9.
4. B leads Spade Knave, Z plays Queen; A wins with King.
5. A leads Diamond Queen, X passes; A wins with Queen.
6. A leads Diamond Knave, X passes; A wins with Knave.
7. A leads Diamond 10, X passes; A wins with 10.
8. A leads Spade Ace; A wins with Ace.
9. A leads Spade 7; B wins with Trump.
10. B leads Diamond Ace; B wins with Ace.
11. B leads Heart 4; A wins with Ace.
12. A leads Heart 5, X trumps; B over trumps.
13. B leads Club (best); B wins with Club.

Thus A and B win all the tricks.

Variations may be played in all the first eleven tricks, but they are unimportant and do not affect the result; which is inevitable, if care is taken to leave the lead in A's hand after the eleventh trick, in order to secure his partner's tenace over X's last trumps. DELTA.

Correct solutions received from Delta, Brighton Club, See-See, R.C.C., J.A.M. (Maryhill), Konge, J. D. Melrose, Regent, Viva, Old Ireland, D.M.L., A.H.H., Anonymous and Bella. All others wrong.

To the Editor of the WESTMINSTER PAPERS.

SIR.—1. On the alleged rule of leading originally from trumps because they are the best suit. The truth of the reverse of this established.

2. On the distinction between Whist and Double and Single Dummy. Corroboration of certain Whist maxims.

3. On the *rationale in re*, and the *argumentum ad hominem* as applied to Whist.

1. Having from time to time drawn attention, in a somewhat conspicuous manner, to the above headed dictum, and, with the exception of "Pembridge," who has recently only incidentally and indirectly touched upon it, having failed to elicit any discussion on this subject, I feel myself under some moral compunction to enter upon it at some length. It is but fair to mention that I have heard this supposed rule affirmed by only two or three players, but as they are of acknowledged skill and looked upon as great authorities, I do not think it ought to be lightly passed over. In fact, they have simply *assumed* it to be a *self-evident* proposition, or Whist axiom; but when we come to examine it more closely, we shall find there is more than one statement comprised in it. Language is necessarily more or less elliptical, especially in the ordinary affairs of life. Thus, for example, I enter a room and enquire after John, and am told he is "out," by necessary implication the words "of the house" are understood to form part of the reply. Now, the word "because" means "for the reason," and as there is but one reason given for the lead in the above headed dictum—viz.: that of trumps being the best suit, this suppositious rule, when fully expressed, runs thus—"lead trumps for the *sole* reason they are the best suit." Again, the word "suit" is a general term and comprises, and is applicable to, all four suits; the word "trump" is in itself a state-

ment that it has all the properties of a plain suit and something more; looking at the wording of this rule, we are putting the trump suit exactly on a level with the other suits, but which it certainly is not, as the lowest trump will beat the highest card in any ordinary suit. In formal logic it is equivalent to saying that A is B; but, *in fact*, A is B and something more, it is B plus C, and a rule thus involving a contradiction must necessarily be false, and where an affirmative is always false the truth of the negative follows, or, in other words, the following rule has been logically deduced. "*Never* lead trumps originally for the *sole* reason they are the best suit." As this last rule admits of no exception, it matters not what the score may be, or whether there be one or more honours in trumps, and therefore Pembridge's qualifications that with a *blank* score, or an honour or so in trumps (see his article in the last January number of these PAPERS), you may make such a lead must be erroneous. This now established rule, of course, does not apply when *other* reasons exist for a trump lead. Thus, I may make this lead when it is accidentally my best suit, not on that ground, but to prevent one or more of my plain suits being ruffed, which "Cavendish" terms a defensive trump lead. On the other hand, how often do we not hear players expostulating with their partners when they lead from a powerful trump suit without a reasonable chance of a trick in the other suits in some such fashion? "Partner, you had no hand to lead trumps from." It may now be asked, are there not games won where the trump suit, happening to be the strongest one, is apparently led *solely* on that ground, and where the play is in all other respects correct all round? I answer such cases do often occur, and although this may appear at first sight paradoxical, a little reflection will soon solve this enigma, as it will presently be readily shewn that such a successful issue is the result of mere accident or chance. And this brings me to my second heading.

2. At Double Dummy, after the cards have been once dealt out, and the trump turned up, there is an end of all further chance. The game is *then entirely* dependent upon *the play*, although the cards may be so overwhelming in, and so favourably placed between two partnership hands as to require only a minimum of care and attention. Roughly speaking, after the hands at Double Dummy are once exposed on the table, the result of the game is *wholly* due to *skill*. Hence the true and important Whist maxim that "the nearer the play approaches Double Dummy the better it is." To make the greatest number of tricks on either side, the partnership hands must play with the greatest advantage *to position*; the distinction between Double Dummy and Whist being, that from the outset in the former the position of *all* the cards is known, whilst in the latter *nothing* out of the respective players' hands is known of the position of any of the cards (except the turned up trump), but which gradually becomes more and more developed as the game advances through the medium of calculation and the faculties of observation, memory, and of drawing correct inferences. Tersely stated, at Double Dummy position *is* throughout already ascertained, whilst at Whist it *has to be* ascertained. In the former you play at once and for all to position, in the latter you have *first* to discover position, and *then* to play to it. All general rules are subordinate to this great theory of playing to position. They are mostly framed to guide us to it, although I believe even many of our written acknowledged authorities may not be conscious of it. Thus for instance, I am the original leader, and lead a Queen from a plain suit. Now as one rule is that I should open with my strongest suit, and another that I should lead from the highest of a sequence, my partner should at once infer that I am leading from a strength with at least the Queen, Knave, and 10, or, as otherwise expressed, these two rules upon which he justly supposes I act, guide him to the position of those cards in my hand. Where at Whist position is only partially ascertained, so far alone it can be properly played to; but where it cannot by any method of play be revealed, we are led to it rightly by mere chance, and thus possibly more tricks may be made by bad play than good, or *vice versa*. The paradox I have alluded to now disappears, the enigma is solved. To impress upon the reader the importance of the principle I have just referred to, I will take as an illustration the Hand No. 149 made famous by Mr. Bell's *coup* at the eleventh trick, and published in the last December number of these PAPERS, and played and won for A and B in so ridiculously a simple and an easy manner by Pembridge, as Hand No. 152 published in the following number. Take that Hand and turn it into Double Dummy, when the play becomes one of a purely scientific character. Now if A (as I have herein previously proved) played wrong in leading a trump at Trick 1 in the Whist Hand, he would have played still worse in doing so in the Double Dummy Hand; it was not his lead of trumps that won that Whist Hand, but X's, and Z's unfortunate, though correct leads, in the immediate following tricks, that lost it, and which as good players they never would have made at Double Dummy. Hand No. 152 was thus simply won by the merest chance. I now proceed to the cognate of Whist and Double Dummy between which it lies, viz., Single Dummy. In this last case we have the position of *some* only of the cards disclosed from the very commencement of the game, and *so far* position can be played to at once; as for instance the adversaries' playing up to Dummy's weak suits, and through his strong ones; but it may be here aptly observed, in which I may confidently assert the experience of all players concur, that the greater advantage is with the player who gets the Dummy for his partner, and this confirms the very important Whist maxim that "it is a better game to inform your partner as to the state of your hand, rather than conceal it for the sake of keeping the adversaries in the dark." The only excuse I can see for playing false cards is when your partner is a worthless one, either because it is apparent he has no cards of any value, or he is a player of that stamp who fails to understand any information that may be properly conveyed to him, and thus this advantage is wholly on the side of the adversaries. Pembridge's further observations in his article criticising the play in the Hand No. 149, directs me to my third heading.

3. He owns he was not present, and knew nothing whatever about the players. How, then, could he argue

the matter *ad hominem* ? but he did so. If A had known his partner to be so timid a man as likely to draw in consequence of his timidity the conclusions Pembridge makes him do, A might have possibly, *sed quære*, led a trump; but if he had no such information or knowledge about B, how could he play otherwise than in accordance with a recognised principle and well-known usage ? What right had A, therefore, to suppose B to draw incorrect or imperfect conclusions ? If four fine players sit down together, this forms a perfect Whist table, and they play entirely upon the principle of the *rationale in re*. Now substitute one who plays upon some *known* idiosyncrasies, such as never leading from an Ace Queen suit, though perhaps it is his only strong one, the inference that he does not hold *both* the Queen and Ace when he leads that suit is drawn by his partner, not upon the *rationale in re* principle, but upon the *argumentum ad hominem*. Astute and experienced players act on both or either of these principles, as the case may be, bringing the one or the other to bear more or less, according to the ever varying circumstances of the known peculiarities, and the various degrees of knowledge and skill of those with whom they are engaged at play. Let a player enter the table totally ignorant of the commonest rules of the game, here, as no inferences whatever can be drawn from *his* play, either upon the principle of the *rationale in re* or the *argumentum ad hominem* the elements of chance as to the result are much more largely introduced. Admit another and another such player, and Whist becomes absolutely reduced to a game of chance, only equivalent in that respect to "pitch and toss." When a *stranger* joins a table the fine player has to find out two things respecting him : 1st, the amount of his knowledge and skill, and so whether he can play upon the *rationale in re* principle, either wholly or partially; 2nd, what are his idiosyncrasies, if any. I cannot do better than quote the late Mr. Clay's words on this topic (see Baldwin's treatise, page 67) : "If I am thrown among players of whom I know nothing, I feel that I play to a great disadvantage. I am like a boy on the first day of going to school, not knowing whom to like, whom to trust and whom to distrust, from whom to expect assistance and honest advice, or from whom to dread hoax. I must trust to the quickness of my observation to acquire the information necessary to my success." Mr. Clay wrote his work both from a theoretical and worldly point of view. Cavendish wrote his as a mere scientific treatise, but on that account it is more artistically arranged. Yours truly, E. J.

Feb. 1877.

PLAY AN ACE (SECOND HAND) ON A KNAVE.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—Pembridge (in your last number) objects to this dictum of Clay, but says he is open to argument; as he writes so thoughtfully I propose to oblige him The reason why one card in a suit should be played rather than another, whether by leader 2nd or 3rd hand, is that thereby the player and his partner take the best chances of trick-making in that particular suit; to endeavour to lay down rules of play dependent on the cards held in the other suits would be futile, if not impossible. Writers can only lay down general rules; each player must find out for himself the exceptions. Now, the Knave is led either from weakness, it being the best, or from a suit of five, *at least*, with King, Queen, and Knave at the head. As we assume the second hand to hold no honour in the suit beside the Ace, the King and Queen must, when the lead is from weakness, be held between the two last players. Should the third player hold both of them, or the Queen only, it is palpably best for the second player to play the Ace on the Knave. If the third player hold neither King nor Queen it matters not whether the Ace is put on the Knave or not; but if the third player hold the King only, it is better for it not to be put on; so that when the Knave is led from weakness, two cases will happen in which it is best to put on the Ace second hand for every one in which it would be better to keep it up. If the Knave, however, be led from strength, there must be five at least of the suit in the leader's hand, and Pembridge overlooks the fact that if you can certainly place five of a suit in one hand, the chances that there will be one or two more of the same suit in the same hand are not the same as the chances that a player will hold six or seven of any suit he may lead. In fact, supposing the Knave to be led from strength, and the second player to hold Ace and two others, the chances that the leader having certainly had five of the suit should hold one more of the remaining four cards (for I will assume that having led the Knave he cannot hold the 10) are more than two to one, so that in the great majority of cases not more than four cards will be left to be divided between the 3rd and 4th players, and unless equally divided one or other of the two will fail in the second round. If either fail the second player will have done well to make his Ace on the first round. Pembridge, therefore, in support of his view is forced to assume that the suit will go round twice, an assumption on which I should be very sorry to act unless the advantages to be secured, should it so go round, sufficed to compensate for the risks run. The advantages, as stated by Pembridge, are that he may find (1) a signal from the third player (2), a signal from his partner, or (3), he may see what is the probability of his partner ruffing the third round. No. 1 seems to me a disadvantage. No. 2 may be an advantage if his partner has had no previous opportunity of asking; but I venture to assert that to run risks in order to enable either your adversary or your partner to develop a Peter is essentially an unsound style of play. No. 3 is also a very doubtful advantage, but such as it is will almost as frequently be secured by playing the Ace in the 1st hand, so that on the whole the supposed advantages are not worth consideration, and I think it clear that Clay's dictum that the Ace, 2nd hand, should be played on the Knave led is perfectly correct, and this whether we suppose the Knave to be led from weakness or strength. I must, however, comment on the suggestion that

even if the Ace be trumped in the second round, the loss is only apparent, as having had to lead, will probably result in the loss of one of his own or partner's cards. Goodness gracious! are we come to this that we are to lose certain winning cards because opening a suit may cause the loss of a trick in it? I have often heard muffs say that they hated the lead, but am I to class Pembridge with them? If, however, in certain hands the second player is so weak as to make the lead objectionable, I would suggest to Pembridge that he should play the Ace on the first round, and then, unless the suit led be trumps, continue it. If the Knave be led from weakness he will thereby lead up to weakness, but if led from strength he will do no harm, unless indeed his partner had originally four of the suit, and one of the four would have been the best in the fourth round, together with such other cards as would have enabled him to win the fourth round in a plain suit. It will only be in very rare cases that this will occur, and when it does occur the 2nd player will have done right to play Ace in the first round, as the third hand cannot have more than one. BETA.

PLAY AN ACE UPON A KNAVE.

To the Editor of the WESTMINSTER PAPERS.

SIR,—The play at Whist, as at present recommended to young players, and acted upon by the best, is not dictated by any arbitrary authority, but is the intelligent result of accumulated experience. No one now, reasonably, expects the repeal of the Vaccination Laws, or of the Contagious Diseases Act, because there may be in the one case, evidence of impure vaccine, or in the other, of impertinent action on the part of the police; nor can anyone now expect to uproot the accepted system of Whist, because he finds in his circle particular instances of ignorance, stupidity, or eccentricity.

The lead of Knave is (1) from strength (2) from weakness.

1. If from strength it is clearly desirable to stop it.
   (*a*) Not stopping it gives the adversaries a certain trick and two rounds of the suit.
   (*b*) The Ace may be trumped on the second round, which involves not only the immediate loss of a trick, but this further important fact, that the third player could not have returned the suit. The leader may have no *rentrée* card.
2. If from weakness it is equally desirable to stop the lead.
   (*a*) The third player may have three to King, ten, and finesse, taking the chance of finding the Queen, also with second player, thus further arresting the suit.
   (*b*) The third player may have Queen to three and lose the Queen upon the return, either by himself or partner, finding the ten with second or fourth player.
   (*c*) The fourth player may have only one, or may have none, and be able to discard advantageously.
   (*d*) The fourth player may have the Tenace, the power and advantage of which would be lost if he had to surrender his King.
   (*e*) The fourth player may have four to the ten, which, after three rounds, would be a forcing card.
   (*f*) It may be the strong suit of the fourth player, and he is left in ignorance of the position of the Ace, the immediate knowledge of which might affect his entire scheme.

   Pembridge says the second player may not desire the lead. But may not this be equally the case with the fourth player. The lead is not always an advantage. If the 2nd player, supposing him to be dependable, after taking the Knave with the Ace, opens a manifestly weak suit, he affords his partner this information. "This is now the best I can do for you; the lead is a genuine one, as far as I know. I have not the Queen, or I would play for the chance of finding the King with you." But if the fourth player is left with the lead (winning with King, or even with Queen), and is at the same time weak in other suits, he opens a weak lead, in ignorance of the most important card in the suit led by his adversary. When, however, Mr. Clay says to second player "put Ace on a Knave," he has already advised the 1st player to play from his strongest suit, and his direction is, therefore, logical enough.

But, of course, there must be occasions where this rule is to be disregarded. A servile obedience to rules is certainly not, in my judgment, a reasonable necessity of Whist, and the best play is exhibited where the player knows when to deviate from rules.

For example. If in the course of the game a Knave is led and 2nd player has Ace to 3, with a knowledge that his partner, if he can win with either King or Queen, can give him a discard of the 3rd small card, and so secure the number of tricks required to win, he is bound to pass it. Nothing is lost, and everything may be gained.

Again, if Queen be turned, the 4th hand may have Ten, Knave, King. Under ordinary circumstances, the proper lead, when it becomes his turn to lead, if he wishes to lead trump, would be the middle card. Here, of course, the lead is the Knave. But supposing that the dealer is the fortunate possessor of the Ace also, no one could, in my opinion, blame him if he headed the Knave with the Queen and not with the Ace, because he is not bound to draw the same inferences as if the Knave were led, with no information from the turn-up card.

But there is another branch of this question, not less interesting and not less important—when to put the Ace upon your partner's Knave.

Of course, when it is headed by the 2nd player, the question does not arise. But where it is not, the lead may, again, be from strength or weakness. In any case, with Ace and another, put the Ace. But with Ace to 3 or 4, in the absence of the 3rd player wishing to open a fine suit of his own, or wishing to lead from strong trumps, upon the assumption that, as 2nd player does not head it, the Knave is a lead from Knave, Queen, King, to 5 or more, I think it should be passed. If the 1st player continues with King, the 3rd player having Ace to 3, takes it with Ace and does not stop the suit, but if he continues, tells his partner I have only three, and am too weak not to force the adversaries, or, of course, he may lead trump if he pleases. But if 3rd player has Ace to 4, upon the 1st player continuing the King, he still keeps back his Ace, unless it would be more advantageous to take it and lead trump. If the Ace is not put upon the Knave the 1st player may reason thus:—"The 4th player has not the Ace, for there can be no reason why he should not take; the 2nd player has it not (I am assuming now good play); therefore, my partner has Ace to 3 or 4. The suit cannot go round three times." He is thus left with the opportunity of playing trump if he pleases. But the Knave may be led from a sequence, the 4th player may win with one honour, and the honour in the hand of the 2nd player is then hemmed in.

These observations occur to me upon this question, and if they are sound I hope may be of advantage to such of your readers as consider that sterling play is an advantage at the Whist table.

Yours, &c., FREDERIC H. LEWIS.

AUDI ALTERAM PARTEM.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—In reference to the following case and decision given in your February number—

"Q. C.—Players A, B, C, D sitting in this order. A leads out of turn the Ace of Diamonds, it being the lead of his partner. C. B. says: "It is C's lead," and calls a suit (Club) from C. C says "he has no Club," and leads a Diamond. D and A play to the lead, but before B's turn to play C says "I have made a mistake, I have a Club." What is the penalty and what is the result?—*Ans.* C ought to have led the Club, but he rectifies his error in time to save the revoke, and he must now lead the Club. The Diamond, improperly led by C, is an exposed card. The cards played by D and A to the D led can be taken up. The Diamond Ace can also be taken up by D."

I submit, with all due deference, that the decision is not in accordance with the laws of Whist. There has been "no revoke," and how, therefore, can "C be in time to save the revoke" if there has never been one?

"A revoke" (see Rule 71) is "when a player, holding one or more cards of the *suit led*, plays a card of a different suit." C has not done this, there had been no suit led at all when he played the card, which he did play, in error; but having been properly called upon to lead one suit he "leads another" (see Rule 61), "having in his hand one or more cards of the suit demanded," and for so doing "he incurs the penalty of a revoke." Can anything be more simple? Every Whist-player knows in what the penalty of a revoke consists.

The rule does not say that "he subjects himself to the same rules and regulations as those under which a revoke is established;" if it had been so intended, no doubt it would have been so expressed. Under the rule, as it stands (it may or may not be an hard case, that is not the question), no loop-hole, no *locus penitentiæ* is given to him. Having played one suit when he ought to have played another, he incurs "the penalty of a revoke," and there is an end of the question. There is no need to go beyond the record.

If any other penalty had been inflicted (suppose we say the forfeit of two tricks) would any one have held that he was in time to rectify this error? Assuredly not. It is only because the "penalty for a revoke" has been inflicted in place of any other penalty, that what he has done has got mixed up in some minds with the laws which establish a revoke, but, as I argue, in this case there has been no revoke, there is, therefore, no revoke to establish, and the rules under which a revoke is established have nothing to do with the matter.

He has not made a revoke. He has committed another irregularity, and for that irregularity he incurs the same penalty as if he had made a revoke. I am, yours obediently, H. B. MAYNE.

Turf Club, Feb. 23rd.

SPEECH IS SILVERN—SILENCE IS GOLDEN.

SCENE—*St. Stephen's Whist Room.*

A B C D *play Whist.* G *looks on. Speaks to himself,* "Lead Trumps, always lead trumps;"

C to G. What a restless mortal you are; why do you not sit down and be quiet? It is contrary to etiquette to walk round the table and look at the hands, particularly as you have an interest in the game, and we all heard you mutter, "lead trumps."

G. I played Whist before you were born. It is not for youth to teach old age. Learn, young man, that I never mutter.

C. Well, old fellow, sit down now and cut in.

G. It is not respectful to call me old fellow.

C. Never mind—cut in.

They draw for partners, and C and G are partners.

C. I called for trumps.

G. I never observe such Tomfooleries.

C. The world will not stand still because you grow older.

G. Again an allusion to my age. You are but a boy.

C. But at Whist we are all on an equality; each plays his best and defends his own money. No matter what is your age, you must play the game as it is now played, or drop out of the game.

G. Call that Whist? None but babies play such a game. The idea of teaching me Whist. At my time of life do I not know when to lead trumps without being told.

C. You had all the trumps once, and how you threw them away. Now, with few trumps, you play as if you had the game in your hands.

D. Surely we have had enough talk. We might as well wait for G to write a post card, or give a lecture on Bulgaria, or read one of his pamphlets. Do please deal.

C wins first trick and leads trumps, which G wins and leads a singleton.

C (*at end of hand*). Goodness, what a game! A singleton with 2 and 3 of trumps, and I led trumps and had the game in my hand! This is indeed a nice partnership. A house divided against itself cannot stand.

G. Young man, you may be placed in my position, and I will give you directions how to play a difficult and uphill game. I was in a hopeless minority, but by my brilliancy I succeded in stunning our adversaries. They did not know whether they were standing on their heads or their heels.

C. They found that you had only been playing with fireworks in a powder magazine, and it was no fault of yours we were not all blown to atoms. There is a time and place for fireworks. A statesman should know how to be quiet. A Whist-player with two small trumps should not take the command of the game.

Finis.

Wisdom at Whist is not synonymous with old age. An old fool may be worse than a young fool.

DRAMATIC NOTES.

In an excellent obituary notice of the late Mr. John Oxenford, the *Times* shows that he will be remembered less as a dramatic critic than as a scholar and a student of varied and great abilities. Even as a writer of plays his name will live longer than as that of a critic of them, and his two best known plays, *Twice Killed* and the *Porter's Knot*, have attained a permanent popularity. But at present it is as a critic that Mr. Oxenford will be considered, and conflicting will be the judgment on him. We observe that in most of the notices which have appeared at his death, he is said to have been too kindly in his criticisms. It is rather reversing the ordinary rule to write of a man after he is dead what nobody wrote whilst he was alive, but the fact is one that cannot and need not be denied. It must be remembered, however, that up to a very short time ago, most of the critics followed Oxenford in indiscriminate praise, whilst none of them approached him in the ease and clearness with which he elucidated or summed up a plot. Now the reaction is complete, so far as praise is concerned, and if the critic hesitates for a moment, whether to praise or blame a play, he is quickly decided, by prevailing fashion, to go in for censure. The elder critic of the *Telegraph* remains an exception to modern ideas, but his colleague makes up for his too antiquated kindliness. We, ourselves, have nothing to say against censure, if righteously employed. Honesty in criticism is perhaps better than capacity, if we have to choose between the two, but we see no reason why they should not be combined. Oxenford's criticisms were models of graceful composition, and a good-natured irony was sometimes apparent, which was the length of censure to which he was willing to go. It cannot be said that we have any critic at the present moment who is equal to Oxenford in literary power. On the contrary, in the Sunday papers for instance, the criticisms are penned in a slipshod manner, quite inexcusable, when all allowance is made for the short time in which they have to be written. Nevertheless we admit that to criticise without fear or favour is the first consideration, and, if our present critics stick to that, they will be excused for not having Oxenford's pen; but we have some doubts about this first consideration being carried out.

February has been a dull month dramatically, the dulness being chiefly caused by the continued run of some seven or eight deserved successes, which make the production of new plays unnecessary. One new play of importance, in which Mrs. Vezin appears, was to be produced on the last day of the month, at the Globe, and specimens of three-act farce, at present so popular, have appeared at the Gaiety, Strand, and Criterion. A party of amateurs has acted before a public audience with apparently doubtful success; and the occurrence of Lent a fortnight earlier than last year has exercised a hostile influence on the pantomimes, which, by Monday next, will all have disappeared, with the exception of that at the Surrey. Less has been heard this year of the hardships entailed upon actors by the closing of the theatres on Ash Wednesday. The comfortably paid majority are possibly glad of a holiday; the *dii minores* of the various theatres seize the occasion for supping off tripe and sheeps-head at

neighbouring taverns; whilst the supernumeraries and check-takers have not yet organised themselves into a trade union for the promotion of their own interests. Nothing was therefore left of the opposition this year, except the annual grim joke of Mr. Hollingshead, and that gentleman should reflect that his jokes—which are neither relevant nor reverent—would, if powerful enough to alter existing restrictions, deprive the public of Mrs. Stirling's laboured oration of wit, which always reads as if it had been subjected to many rehearsals. Mrs. Stirling may plead that her efforts are in the cause of charity, and it is no doubt true that charity is made to cover a multitude of sins in taste, as well as in morals. It is perhaps time that the theatrical profession, than which no body of men is more ready, even more eager, to assist in charitable objects, should investigate the arrangements and management of its own charitable institutions with a view to their reform. Much as we may sympathise with the support given by the public to a popular actor in his illness and distress, it would be more business-like and just to organise a central fund which should aid all deserving actors, known or not known to the public. One good society would be of more use than three indifferent institutions, and would give the signal for the abolition of the unseemly Ash Wednesday orgy which disgraces the Dramatic and Equestrian fund.

A glance at the programme for the benefit of Mr. Compton, which takes place on the 1st of the month, reveals not only the esteem in which this admirable actor is held by his fellows, but also the wonderful acting strength of the metropolis. English actors of reputation are scattered over England, Scotland, Ireland, the Colonies, and the United States, and yet the list of names before us is remarkable both in number and variety, and ought to dispose at once and for ever of the arguments of those who declare we have no actors, or at least very few. Again, it is curious to note that in proportion as the list of good actors grows larger, that of authors gets more barren day by day. There is a theory abroad that at the present time actors are nothing but drilled automata void of originality. It is said that the author not only writes his play but lays down the rules by which the actors are to deliver their lines, and to conduct their business. This theory is contradicted not merely by the knowledge one has of the various abilities of actors now in London, but by the actual fact that at some theatres the very opposite of the theory is now in practice, and the actor not merely acts but makes the play. It is commonly said of Mr. Toole, in criticising his first night performances, that by-and-bye he will work up his part into something amusing; though we are not prepared to state that Mr. Toole's impromptus are better than the author's manuscript. At the Folly Theatre *Robinson Crusoe* was voted, on its first night, to be a most dismally dull production, but it was freely prophesied that the chief performers would very quickly supersede the author, and work the piece into an amusing burlesque. A recent visit to this theatre inclines us to think that Messrs. Brough and Edouin and Miss Thompson have only been partially successful. What is amusing in *Robinson Crusoe* is certainly their own, and as little is left of the author the burlesque is lengthened out to last the evening by the system, first introduced at the Strand, of assuming that a demand for an "encore" by the officials of the theatre is the wish of the majority of the audience. The management of the Folly now supplement *Robinson Crusoe* with a performance of *Nine Points of the Law*, in which Miss Thompson, following the illustrious example of Mrs. Bancroft, tries her wings before soaring from burlesque to comedy. That she will do more than follow her illustrious example at a very long distance would be foolish to assert of her; but it would be well for her to abandon the acrobatic portion of burlesque at once, as the spectacle of a lady of matronly proportions, and no longer in her first youth, capering about the stage in tights, is deplorable.

It is perhaps lucky, now that farcical comedies are in vogue, that we have an unusually strong body of low comedians. Referring again to the Compton programme, we are able to count a score of "low" and "light" comedians—for the division between the two is not so marked now as formerly—of established reputation, or about two for every theatre in central London. It is not so many years ago that each theatre had its low comedian, who bore the burden of the farces before and after the principal piece of the evening, in which he might occasionally act a subordinate character. But the short farces were his principal business, and being mostly coarse and silly, presented few opportunities for artistic treatment. At present the low comedians have better parts and are better artistes than their brethren of twenty years ago, and there are more of them. Each has his backers in the public, and whilst we are inclined to think that Mr. Brough is the most laughter-provoking comedian of the day, Mr. Toole, though not so popular as he was, is still probably able, unaided, to attract the largest audience. He is now engaged in "working up" a new part in a three-act farce, *Artful Cards*, lately adapted from the French, by Mr. Burnand, for the Gaiety Theatre. The adaptation is clever and occasionally amusing, but if a farce is made to run through three acts, it should depend on more than one character. *Artful Cards* contains only Mr. Toole. They understand these things better at the Criterion, where, in *On Bail*, by Mr. Gilbert, also a farce in three acts, also adapted from the French, the good things are distributed amongst competent performers. The management of the Strand theatre, following in the same course, has converted Mr. Tom Taylor's *Babes in the Wood* into a farcical *Babes and Beetles*, with the interest centred on Beetles, a character performed in his usual fashion by Mr. J. S. Clarke, who undoubtedly compels laughter, but never varies his means of doing so. Unfortunately the slight serious interest that existed in *Babes in the Wood* tends to hamper the farcical development of *Babes and Beetles*, and the Strand audience, puzzled how to receive the incongruous mixture of comedy-drama and comedy-farce, ended on the first night by deriding as an intrusion that which the author probably intended as the leading incident.

ANSWERS TO CORRESPONDENTS.

CHESS.

J. Y. (Glasgow) AND OTHERS. It would save a vast amount of time, to say nothing of the labour, if contributors would invariably send solutions with their problems and number the diagrams. We cannot undertake to examine any positions that are unaccompanied by solutions.

E. N. F.—Is the following the author's solution? $\frac{\text{R to K 4 ch}}{\text{P takes R}}$ best $\frac{\text{Q to Q sq (ch)}}{\text{B interposes}}$ Q takes B mate. We think not.

W. M. (Sandown, I. W.) In problem 889 the B P at R 2 *is* essential for without it $\frac{\text{R to K R 6}}{\text{P to B 4}}$ R to Q Kt 6, and mate follows next move. Your last favour also needs the addition of a B P at Q 2nd, or K takes B P, and there is an easy mate in two more moves.

V. GORGIAS.—We shall be glad to hear from our old and valued contributor.

Problems received and acknowledged, with thanks, from W. Meredith, Frankenstein, Townsend, Young, Babson, Hilles, W. T. and J. Pierce, McArthur, Pott, Hawkins and others.

A. T. (Newport).—We are much obliged for your letter, and the enclosures. Mr. Babson's problems are very welcome, and shall have due honours. We cannot find any problems of yours on our file. Will you kindly send us duplicates. Your suggestion for a tourney shall have our best consideration.

F. F. P. (Tranmere).—Thanks for the problem.

F. T. (Derby).—We congratulate you on so promising an heir to your Chess honours. The explanation of address is noted.

J. T. C. (Trinity).—Thanks for your courtesy in forwarding the information.

J. B. McK. (Cleveland, U. S.).—The exchange has been attended to. We hope you receive this Journal regularly.

WHIST.

DOLOO (India).—A is dealing. Before turning up the trump card, he says to his partner, "You had not an honour, had you?" and then turns the trump card. His partner says, "No, I don't think so—what were trumps last time?" A replies, "Clubs; and his partner then says, "Oh! yes, I had the King." A having two other honours in his own hand, can A and his partner score two by honours? *Ans.*—Honours must be claimed before the trump card is turned Here there is no claim, and the honours cannot be scored.

P. D.—If the fourth player plays before the second and third, the second player can be called upon to win or not to win the trick. If, therefore, the Ace be led, and fourth player plays before second and third, the second can be required not to win, *i.e.*, not to trump the Ace.

S. L.—There is no law or etiquette on the subject but that of natural politeness. You would not unnecessarily interrupt a man at his work. Why, therefore, should you ask another for money due to you whilst that other is playing a hand. Politeness dictates that you should wait until the rubber is over.

J. D. F.—We cannot decide questions of fact without hearing the evidence.

O. L.—We cannot imagine that a player could make an original lead without knowing what were trumps. At any rate it could not be Whist that he was playing. It is solving a problem without knowing its conditions.

C. S. B.—You are in error; the players at the table have no power to prevent any two outsiders betting as they please. They have a prior right to any bet made at the table only.

K. D. R.—Suppose a hand composed of two suits, one of five cards, including King, Queen, and three small ones. Another suit of six cards, with sequence of ten, nine, eight, seven, three, and two (the remainder of the hand being one trump and a small card of the other suit); which of the two long suits would it be advisable to lead as an original lead, and also which may be considered the stronger of the two?—*Ans.*—We should never open a six-suit headed by a ten, with only one trump and one card of re-entry. The five-suit is stronger than the six.

WEST END.—How can you ask such a question? It is your duty, if you owe money at cards, to send it the next day. It is not the winner's business to seek you out to ask for it. No gentleman waits to be asked.

S. L. C.—After the dealer has properly taken the trump card into his hand, if any player states what the trump card was, you can call from that player his highest or lowest trump whenever it is his turn to play.

A. H. H. & DELTA.—Please note where our letters should be sent.

T. G. W.—If our partner led the trump 9 (not covered) and we had King Knave 10, 2, we should play the 2.

T. R.—With King and another Knave led play the King.

PIMLICO.—A leads out of turn. When B gets in, C said to D, "Call a lead, partner." B objects, and say, "The penalty cannot be exacted in that form." *Ans.*—We presume the facts were, that a trick was completed on A's lead, and that A and B, being partners, never got in, and that the card led out of turn is still on the table. If this is so, C had no right to tell D to call a suit. C could have called a suit, or D could have done so, but C cannot tell D, and D cannot tell C, to call a suit. The question is, however, very vague and incomplete. The proper question is, "Will you exact the penalty, or shall I?" You must not let your question suggest the penalty you think best.

ECARTÉ.

T. N. O.—ECARTÉ.—There is no penalty for showing your hand at any two-handed game.

A. T. I.—It is a stand hand. We gave the odds in our Ecarté calculations.

D. N. G.—If the dealer turns up two cards and the non-dealer has looked at his hand, there must be a fresh deal.

STEPHEN'S GREEN.—A and B play Ecarté. Diamonds trumps. A leads a Club, B plays a Diamond, but at once says, "I have a Club," and plays the King (Clubs), B makes the trick; can he mark it? *Ans.*—Yes, he is in time to rectify the error, until he or his adversary has played again. If either player had played, although B got the trick, he could not score it, and his adversary would have had the right to play the cards over again. The laws are defective in this, that they do not give a limit as to time. At two-handed games there should be no punishment for an offence whereby the player can gain no advantage.

A. M. H.—Pool Ecarté. Although a player loses the cut, and therefore loses the cards, he retains his seat.

POKER.

P. C.—At Poker two players being in, the other players are not to interfere.

The Westminster Papers.

2nd APRIL, 1877.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THERE has been no lack of either incident or gossip in London Chess circles during the past month. It opened with the annual festival of the City Club, always the event of the Chess season; that was followed by the publication of the long-deferred award of the prizes in the problem tourney of the late *City Magazine*, and dire rumours of impending battle between Mr. Blackburne and Herr Zukertort. To these succeeded much mental speculation in reference to the University match, and finally, as a pleasant surprise, that interesting joust itself, while the Chess community was lost in wonder as to when and where it would be played this year. The uncertainty that existed, on that point, one so vital to the popularity and therefore the usefulness of the match, is much to be regretted. The interest of the public in the sports and pastimes of the Universities is widespread and genuine, and that feeling should be considered in the arrangements for the Chess match as it is in the case of the other games in which the undergraduates engage at this season. No doubt there were this year causes which in their operation made the provision for a suitable place of meeting in London troublesome; although, with two important Chess clubs in the metropolis, there ought to be no difficulty in getting one or other of them to grant a favour that should involve no responsibility to the members beyond the use of their rooms and the necessary Chess-boards and pieces. These, we hope, would satisfy all the requirements of the University players; and that there should have been any obstacles in the way of providing them is perplexing, to say the least of it. The match, which was the fifth of the series, was played at the St. George's Chess Club on the 22nd ult., and, as on former occasions, fourteen players, seven on each side, paired according to their reputed skill, took part in it. Each pair was required by the conditions to play two games, but in any case the play was to be ended and the score to be taken at half-past seven in the evening. As might be expected in the circumstances, there were very few spectators, although the club was for that day thrown open to any person desirous of witnessing the play. That, we may observe, was remarkably slow, only three of the pairs succeeding in completing two games within the period fixed for the duration of the match; and when, at half-past seven, "time" was called, it was found that Oxford had achieved a hollow victory, with a score of eight to one and one game drawn. The following table shows the pairing of the players and the score of the games played in the match:—

CAMBRIDGE.	WON.	OXFORD.	WON.	DRAWN.
1. Keynes, Pembroke	0	Plunkett, University	1	1
2. Ball, Trinity	0	Grundy, Worcester	1	0
3. Gunston, St. John's	1	Tracey, Lincoln	1	0
4. Chatto, Trinity	0	Brooke, Trinity	1	0
5. Stocker, King's	0	Gattie, Ch. Ch.	1	0
6. Nicholson, Trinity	0	Wright, Queen's	1	0
7. Kearney, St. Kat.	0	Latham, Exeter	2	0
Total Score	1		8	1

The uninterrupted prosperity of the City Club is a gratifiying indication of the spread of Chess in the metropolis. No Chess Club in London, or out of it, can muster such a long roll of members, indeed, the subscription being almost nominal a large number of members is necessary to the success of the association, and it is from this circumstance that the prosperity of the club is a good assurance that the Royal Game gains new adherents from year to year. The current year commenced with a fair surplus after the payment of all expenses, and with the re-election of two of our most popular Amateurs of the game in London, Mr. Gastineau and Mr. H. F. Down, to the offices of President and Honorary Secretary, respectively. The twenty-fifth annual festival of the club was held

at Mouflet's Hotel, Newgate Street, on the 7th ult., the chair being occupied by the President, and the vice-chair by Mr. J. A. Manning, the Vice-President. Upon the cloth being withdrawn the usual loyal toasts received due honours, and the President then proposed the toast of the evening "Continued Prosperity to the City of London Chess Club," which it is needless to say was received with enthusiasm by the company. Then followed a long line of toasts to the officers of the club, and the health of the Committee proposed by Mr. Macdonnell in that vein of humour with which he invariably delights his audience on such occasions. The toast of the "Chess Press" was proposed in eulogistic terms by Mr. Murton and responded to by Mr. Duffy, who in the course of a review of Chess journalism, claimed for our national literature of the game a "Standard of aims and accomplishments at least as high as that of any other nation." The toast that followed, "Lady Chess Players," evoked the speech of the evening. It was proposed by M. A. Delannoy, the well-known French *litterateur*, whose contributions to *La Strategie* have for many years formed a most popular feature of that excellent magazine. The following is the speech :—

"I regret that I cannot say ladies and gentlemen, and many amongst you certainly regret it also, but as amends for the absence of the fair sex I shall propose a toast to the Lady Chess-players. Gentlemen, in America, in Germany, in Italy, in France, and, moreover, in England, many ladies play Chess, and several with remarkable alent. Some of them even receive two or three times a month Chess-players only. They transform their drawing-rooms thus into small academies where distinguished masters struggle together and display the most ingenious combinations and all the resources of the Science of Chess, and increase the taste for our noble game. In all the countries mentioned, everyone pays to ladies the regard which they merit. How is it that at meetings, or in reviews of Chess the lady Chess-player is so seldom mentioned? That is a fault, according to my opinion. To repair it is not only an act of gallantry, it is an act of justice—a duty—but a duty easy, and I dare say sweet, to fulfil; for it recalls some of our most agreeable moments. Is it not true? Have you never been opposed to a graceful adversary, read in her looks the impressions she felt, the pleasure of triumph, the despair in reverse—despair, however, which you must have known how to moderate and perhaps to remove, and in these games have you never been surrounded by a *corbeille* of pretty ones, a kind of garland of fairies, interesting themselves in the moves of the players with an animation inspired by the desire of knowledge. Such hours, gentlemen, are not to be forgotten, and for the pleasure which we have received, let us drink to the health of Lady Chess-players. There is another class of ladies who deserve our sympathy—I allude to the wives of Chess players—they have, indeed, a right to it on account of the long and frequent isolation in which they are left; the dull and pouting countenance with which their husbands re-enter home when they have been beaten in place of that kind look, that amiable smile, which a loving and beloved wife has the right to expect. Therefore, to the wives of Chess players, this speech, gentlemen, would have sounded better from the lips of a young man than from those of an old one. But this old man in the midst of Great Britain's children, who greet him, a Frenchman, so warmly, and enlivened by the presence of such a distinguished company, forgets his years are 71. I beg to couple with this toast the name of Mrs. Down. one of the best lady Chess players in England, and since I am in the way of gallantry, one shout more to all the ladies. Hurrah!"

Mr. Down responded in suitable terms, and the toast of the Visitors, coupled with the name of Mr. Wallis Mackay, brought the proceedings to a conclusion. The intervals between tke toasts was enlivened by some excellent singing, and several performances upon the pianoforte by Mr. Hailes, which evoked the heartiest demonstrations of applause from the company.

The long-deferred award of the prizes in the problem tourney of the late City of London Magazine, was made by Herr Zukertort, one of the judges in the early part of the month. The following is the award, the figures in brackets indicating the numbers of the problems as published in the *City Magazine*:—For the two-move problems—First prize, J. Stonehouse (123); Second prize, C. Callender (157). Three-move problems—First prize, H. J. C. Andrews (147); Second prize, C. Collins (112); Third prize, S. H. Thomas (117). Four-move problems—First prize, F. W. Lord (203); Second prize, A. Rosenbaum (191): Third prize, A. C. Pearson (240). Mr. Menzie's problem, No. 168, would, the judge declares, have taken the first prize in the four-move competition but for the existence of a dual on the second move of the solution.

The minor clubs of the metropolis have been busy as usual during the month. The Athenaeum, of Camden Road, have two victories to record, the first against the North London, of Dalston, with eleven players on each side, and the second against the Gresham, of Wood Street, each club represented by six players. In the former the Athenaeum scored eight games against six for North London, and one game drawn; and in the latter the score was five games to three. The North London players have been successful in a match against the Railway Clearing House, with a score of six games to two; and the Jewish Working Men achieved a brilliant victory over the champions of the Shaftesbury Club by eleven games to six and three drawn.

The Honorary Secretary of the Jewish Working Men's Club, Mr. Moses, has placed us under an obligation by forwarding us a very interesting report of the Club and the Institute with which it is connected. From that part of the report that refers to the Chess Club, we make the following extract:—"In the competition for the prize trophy offered by the Working Men's Club and Institute Union to all affiliated Metropolitan Working Men's Clubs, Mr. Louis Cohen was selected as the representative of this club. He defeated the representatives of all other clubs; and thus in the first year of the existence of the club, the Challenge Trophy was won by its representative."

We are requested by the Honorary Secretary of the North London Chess Club to correct an error in our

statement of the score last month between that Club and the Shaftesbury. The latter won by seven games to five and not, as stated, five games to two.

The rumours concerning a match between Mr. Blackburne and Herr Zukertort have been confirmed upon the authority of the principals, but the arrangements have at present proceeded no farther than an agreement to play some time in May, the state of Mr. Blackburne's health preventing the definite fixture of a date. The match, if properly conducted, should prove a very interesting one, but let us hope there will be no "gate money" required on this occasion. A Chess match conducted on the principle of a suburban horse race is certain to provoke the hostility that Noodledom construes as personal, but which has nothing whatever to do with persons. It is the act that is condemned, and any attempt to import a huxtering spirit into the Chess world, from whatever quarter it may come, will be resented by every amateur of the game in England. We have reason to believe that neither of the principals in the proposed match desire anything of the kind referred to, but a word in season can do no harm to any one concerned for the dignity of the 'Gentle's game.'

The tourney of the Cambridge University Chess Club was brought to a conclusion just prior to the annual match with Oxford. The following table shows the scores of the several players:—

	Chatto	Gunston	Blythe	Kearney	Jennings	Chapman	Haigh	Games won
J. T. C. Chatto	—	½ ½	1 0	1 1	1 1	½ 1	1 0	8½
W. H. Gunston	½ ½	—	0 1	1 1	1 1	1 1	1 1	10
W. H. Blythe	0 1	1 0	—	0 0	0 1	0 0	0 1	4
E. L. Kearney	0 0	0 0	1 1	—	1 1	1 1	1 1	8
W. H. Jennings	0 0	0 0	1 0	0 0	—	1 0	1 ½	3½
C. Chapman	½ 0	0 0	1 1	0 0	0 1	—	1 ½	5
A. Haigh	0 1	0 0	1 0	0 0	0 ½	0 ½	—	3

In our last number, while desirous of congratulating Master J. H. Thompson, of Derby, upon his successfu *début* in the Chess world, we inflicted upon him an injury that we feel bound to repair at the earliest opportunity His clever little problem was incorrectly printed last month, so we re-publish it in the margin.

BLACK.

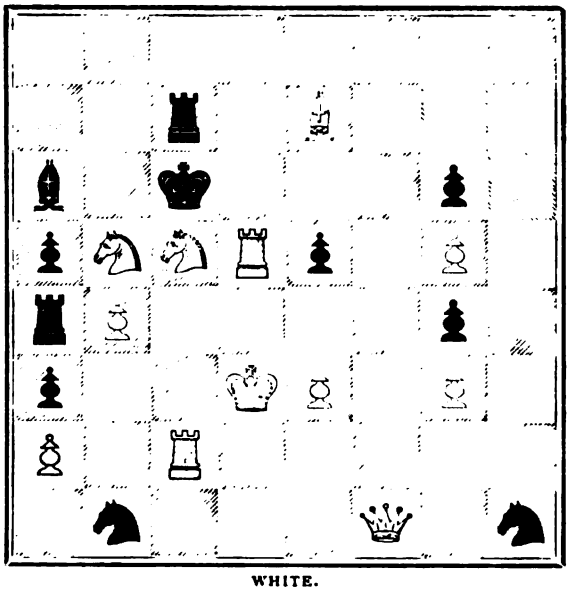
WHITE.

White to play and mate in two moves.

The annual dinner of the Newcastle-on-Tyne Chess Club was held at the Royal Hotel, Grey Street, on the 9th ultimo, Messrs. W. Mitcheson and George Newton, vice presidents, occupying the chair and vice-chair respectively. Upon the cloth being removed and "The Health of Her Majesty the Queen" drunk, the Rev. T. H. Archdall proposed the toast of "The President of the Club, the Right Hon. the Earl of Ravensworth," and expressed regret—a feeling which he was sure was entertained by every member present—that a wise consideration for the health of a life that had been always one of work prevented his lordship from coming amongst them. After making a brief but appreciative reference to the career of the president as a politician, a scholar, and a poet, he referred to his lordship's abilities as a Chess player, which were of no mean order, as his published games would abundantly attest, and as those members of the club who had shivered a lance with him could readily testify. The toast was drunk with all the honours. The Chairman next proposed "Prosperity to the Newcastle and Gateshead Chess Club," associating with the toast the name of Mr. F. Woodmass, the hon. secretary. Glancing rapidly over the work of the secretaries for the past six and twenty years, during which time he had been, with a slight intermission, a member of the club, the Chairman said that their present thriving condition, both in point of numbers and of play, was largely owing to the exertions of their secretary, whose affability was only equalled by his onerous endeavours to gather and keep together all the available Chess talent of the sister borough and neighbourhood. In chess clubs, as in other clubs, their prosperity waited upon the exertions of their secretary and the good will with which his efforts were received. The toast was drunk with musical honours. Mr. Woodmass, in reply, said that he accepted the post of secretary with great reluctance, because he feared that the demands upon his own work might prevent him from giving that amount of attention to the affairs of the club which their importance demanded. He was, however, glad to find that his endeavours had met with their kind appreciation, in which endeavours, he must say, he had been assisted by the cordial support of the members. Nor was he unaware that, when he succeeded to the office, he entered upon a house left in capital order by his predecessor, Mr. Davidson, whose health he had pleasure in proposing. In response, Mr. Davidson expressed his pleasure at the continued prosperity of the

club, and regretted that his removal to Morpeth prevented him from attending the meetings frequently. Several other toasts followed, and Mr. J. K. Smith and Mr. Waddington enlivened the evening with song. The Newcastle Club, we are glad to learn, is in a flourishing condition, and we feel assured will long continue so with so able and energetic a secretary as Mr. Woodmass. The "canny" town is well represented in the literature of Chess. In addition to the column devoted to the game which appears in our old friend, the *Courant*, and edited by another old friend, Mr. Mitcheson, a new paper, the *Northern Counties Literary Gazette*, contains one under the supervision of Mr. Charleton, whose lively literary style should ensure success for the new enterprise.

BLACK.



WHITE.

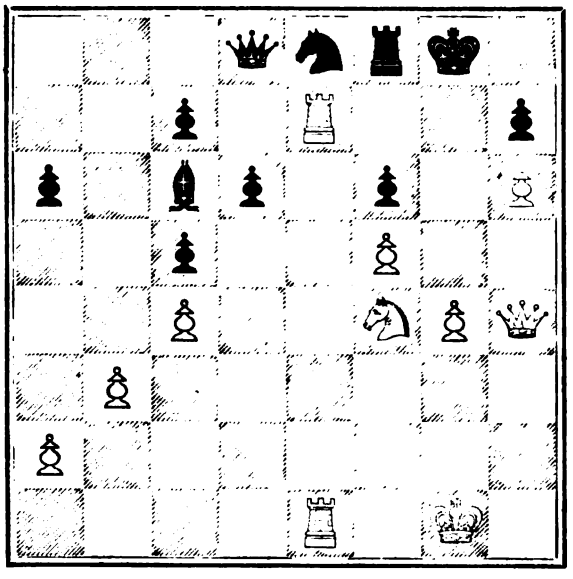
White to play and force self mate in six moves.

La Strategie furnishes a list of the problems received in the suicidal problem tourney organised last year. Thirty-six sets have been received, comprising seventy-seven problems, and these after a preliminary examination will be published in *La Strategie* from month to month, commencing with the next number.

We have been favoured with the fine problem in the margin by the author, Mr. A. Townsend, of Newport. It is dedicated to the Committee of the problem tourney above referred to.

We have received from Herr G. Schnitzler, of Dusseldorf, a very interesting communication in reference to Game No. 234, between Messrs. Potter and Minchin, in our last number. Herr Schnitzler points out that after Black's 36th move White could have easily forced the game. The diagram in the margin shows the position of the pieces when White has to make his 37th move.

BLACK, MR. MINCHIN.



WHITE, MR. POTTER.

Mate in five moves.

1 Q to K R 5th (!)
threatening: Q to K Kt 6th (ch), P takes Q
P to K R 7th (ch), and Kt mates.

		If	
	1 Q takes R		1 K to R sq
2 R takes Q	2 Kt to K Kt 2nd	2 Q to Kt 6th	2 R to B 2nd
3 R takes Kt (ch)	3 K to R sq	3 Q takes R	3 Q takes R
4 Q to K Kt 6th (ch)	4 P takes Q	4 R takes Q	4 Any move
5 Kt to Kt 6th	5 Mate	5 Q mates	

The "States" as usual furnishes us with ample material for the "whisperings" of our Chess world. There have been several sensations during the past month, any one of which would suffice for our humdrum community. Mr. Bird's return to New York from Canada was signalised by another challenge to Captain Mackenzie. The re-appearance of our old acquaintance the *Dubuque Chess Journal* was a genuine surprise to English Chess players, but as it comes freighted with problems, games, and amusing articles, its return will be heartily welcomed. The *American Chess Journal* has, as usual, an enormous number of problems and games, the former exceedingly fine and interesting. Mr. Carpenter's review of the problems contributed to the Centennial tourney of the *New York Clipper* is continued, and increases in interest. Mr. Carpenter possesses great critical acumen, combined with much literary power, and his writings on the subject of Chess problems evince both qualities in a remarkable degree. The *Hartford Times* is as usual brilliant, humourous, and withal practical. Mr. Belden, the editor, has just announced a novel tournament, in which handsome money prizes are offered for Poems, Essays, and Stories relating to the game of Chess. We give the announcement in full:—

For the purpose of advancing the literature of Chess, and opening up a new field to the admirers of the game, we propose to inaugurate a composition tourney, or a literary competition, and to stimulate efforts we propose to offer prizes for the best original poem, the best original essay, and the best original story, each to be on the subject of Chess. We are induced to offer these attractions, not alone because we desire that our readers may enjoy a literary feast, but because we feel that the literature of the

game has been sadly neglected in this generation, and in our humble way we are anxious to invite and encourage exertion in that direction. The field of problems has been very thoroughly worked through a multiplicity of tourneys, incited by prizes, and through the efforts of many who were striving for honour and a commanding position in the niche of fame. This branch of Chess has been so completely monopolized, that the *Times* column, which aims at originality, diverges from the beaten track and offers something new in the world of Chess. We do not depend so much on the amount of the prizes—for the sum is wholly inadequate—to bring out the latent literary talent of the Chess-playing fraternity as we do on their pride in furthering any project tending to advance the game of Chess. Here are the prizes:—Twenty-five dollars in gold for the best original poem on the subject of Chess. Twenty-five dollars in gold for the best original essay on the subject of Chess. Twenty-five dollars in gold for the best original story on the subject of Chess. The conditions are as follows:—I. Competition free to all. II. No restrictions as to the length of the articles. III. American competitors must send in their contributions on or before May 31st, 1877. And foreign competitors, on account of distance, will be allowed one month longer, bringing it to June 30th, 1877. IV. The prizes will be awarded by a committee appointed by the editor of this column. V. The contributions or compositions are to be the exclusive property of the editor, to be used as he pleases. VI. The prizes will be awarded and paid as soon as possible after the tourney is closed. VII. The name of the author must accompany the article, but will not be made public without the consent of the writer. VIII. Any article entered for competition must have a suitable heading as a distinguishing mark for the convenience of the examining committee.

The Chess editor of the *Lebanon Herald* announces another public tourney, of which the following are the conditions:—For the best Chess problems, conforming to the conditions specified below, we offer three prizes:—1. Ten dollars in gold. 2. Five dollars in gold. 3. Five dollars in gold.

1. For the best set of two problems, in two moves—one to be a direct mate and one a suimate—the first prize. 2. For the best direct mate problem in any set, the second prize. 3. For the best suimate problem in any set, the third prize. 4. For the second best direct mate and the second best suimate, each, one year's subscription to *The Herald*, postage paid.

Each prize will be accompanied by an elegantly printed certificate, suitable for framing. In addition, the author of each set or problem deemed worthy of *honourable mention* by the judges shall receive a handsomely printed certificate of that fact.

CONDITIONS.—1. Problems offered for competition in this Tourney must be original, and hitherto unpublished, the only stipulation allowed being, "White to play and mate (or suimate) in two moves." Each problem must be accurately diagrammed, and the author's solution must be on the *reverse* of the paper containing it. 2. Problems must reach us on or before September 1st, 1877. 3. Each set must be designated by a motto, and accompanied by a sealed envelope superscribed with the motto and containing the author's name and address. 4. Competition open to the world. Every composer may, of course, submit as many sets as he desires, but each set must bear a different motto.—Address CHESS EDITOR, *Herald*, P. O. Lock Box "A," Lebanon, Tennessee, U.S.A.

MIDDLETON'S GAME AT CHESS.

In looking over the *Shakspeare Society's Papers* lately,* I came upon a short article on Middleton's "Game at Chess," containing one or two matters which were new to me. This drama, as is well known, is of a politico-allegorical nature, mingled with some biting satire on the Church of Rome. It is undated, and Twiss assigns its publication to *Circa* 1610; but, for a reason presently to be mentioned, I believe this to be several years prior to the real date. It was brought out at Shakspeare's theatre, the Globe, and at once hit the popular taste; but in the midst of a highly successful run its career was unpleasantly arrested, as we learn from a manuscript note in a copy of the play sold a long time since with the library of a Major Pearson:—"After nine days, wherein I have heard some of the actors say they took £1,500, the Spanish faction being prevalent, they got it suppressed, the chief actors, and the poet that writ it, committed to prison, where he lay some time. and at last got out upon his petition presented to King James."

The noticeable statement here is the receipt of £1,500 for nine performances of the piece, averaging £166 13s. 4d. each; which, if the important difference in the then value of money be considered, seems a wonderful take. It is nevertheless in a great measure confirmed by the following extract from the paper I have before alluded to. "With regard to the extraordinary manner in which the large theatre, the Globe, was filled on the nine successive representations of the 'Game at Chess,' and the amount of profit derived from them to the company, nobody seems to have adverted to a passage in Sir W. Davenant's 'Playhouse to be Let,' which was performed in 1663, and to which date the memory of the money taken at the doors, on the repeated performance of 'Gondomar,' (for so Davenant styles Middleton's drama, from the most prominent character in it) had survived: an actor brings joyful word to some of the other performers in the 'Playhouse to be Let'—'There's such a crowd at the doors, as if we had a new play of 'Gondomar.'"

Notwithstanding the great spread of Chess in the present time, I have considerable doubt whether a stage-play founded on the Royal game would now-a-days attract such numerous audiences as assembled to applaud Middleton's comedy early in the seventeenth century.

The Rev. Mr. Dyce published a reprint of this play, in the introduction to which he mentions an edition bearing date 1625, but states that he had not seen a copy of it. It appears, however, that this so called edition was nothing more than some copies of the old undated one, equipped with a new title page. As I have not met with this title

* Vol. II., page 103.

page in any work on the game with which I am acquainted, I think it may be new to many of the readers of the "WESTMINSTER PAPERS." I transcribe it here, *verbatim, literatim, et punctuatim* :—

"A GAME AT CHESSE,
As it was Acted nine Dayes together at the GLOBE on the *Bank-side*.

A Game at Chesse is here displayde,
Betweene the *Blacke* and *White-House* made.
Wherein Crowne-thirsting Policy
For the Blacke-House (by Falacy)
To the *White-Knight*, checke, often giues,
And to some straites, him thereby driues;
The Fat *Blacke-Bishop* help's also
With faithlesse heart to giue the blow:
Yet (maugre all their craft) at length
The *White Knight*, with wit-wondrous strength;
And circumspectiue Prudency,
Giues Checke-mate by Discouery
To the *Blacke Knight*; and so at last
The game (thus) won, the *Blacke-House* cast
Into the Bagge, and therein shut,
Find all their plumes and Cockes-combes cut.
Plaine dealing (thus) by wisedomes guide
Defeats the cheats of Craft and Pride.
Printed 1625."

Touching the "fat *Blacke-Bishop*," Twiss tells us that he had seen four copies of the "Game at Chess," in one of which the obese prelate was said to be Antonio De Dominis, and in another he was termed Bishop of Spalatro,* the fact being that these two were one and the same man. This Antonio, or Antonius de Dominis, Archbishop of Spalatro, was a somewhat remarkable personage. He went to loggerheads with the Pope, and came to England, where he abjured his religion, embraced Protestantism, and was made Master of the Savoy and Dean of Windsor by James I. After a lengthened residence in this country, during which he distinguished himself in various ways, the Spanish ambassador offered to reconcile him with the holy father at Rome, and held out to him the prospect of a cardinal's hat. Hereupon the exemplary Antonius, like the Vicar of Bray, turned his coat once more, recanted all that he had said and written, and was ordered by gentle King Jamie to quit England in three days. He went to Rome, and was warmly received by Gregory XV., but was afterwards thrown into the Inquisition by his successor Urban VIII., where, having died, his body was burnt, and his ashes scattered to the winds.

If the fat bishop was intended by Middleton for De Dominis, of which there seems to be little question, the production of the drama must have been subsequent to his arrival in England. Now in the *Diary of Walter Yonge, Esq.*, printed by the Camden Society in 1847, I find the following entry, under date "Jan. 1616-17. The Archbishop of Spalatro, and metropolitan of Croatia and Dalmatia, revolted from the Pope, and came into England, and is entertained with great grace." This, I think, shows Twiss's date 1610 to be premature.

Apropos of "A Game at Chess," a newly published volume of poetry called *Songs of many Seasons*, by Jemmett Browne, contains some stanzas so entitled, of which the two subjoined pleasantly remind one of Mortimer Collins, the late Chess laureate. The *Examiner*, in a notice of this book, lauds them highly, and declares the italicised line to be worthy of Suckling or Lovelace at his best, with which I do not coincide:—

"The troops I marshalled for the fight,
I set them wrong, she set them right,
With silver laughter.
We fiercely met with weapons drawn,
Thirsting for blood—she moved a pawn
And I one after.

"Her fingers were her officers,
Ten rosebuds that had won their spurs
In Chess board battle;
Her red lips were her bugle-men;
How could I think of tactics when
They chose to prattle."

READING, *March*, 1877. H. A. K.

SOLUTIONS OF PROBLEMS.

893

White.	Black.
1 Q to Kt 5	1 B to K 4 (a)
2 Kt to R 6 ch	2 K moves
3 Q mates	

(a)

	1 Kt takes B (b)
2 Kt to Q 5 ch	2 K moves
3 Q mates	

(b)

	1 P to Q R 8 Q
2 Q to B 4 ch	2 Anything
3 Kt or Q mates	

894

1 Q to Kt 7	1 K to K 5 (a)
2 B to B 5 ch	2 Aught
3 Q mates	

(a)

	1 K to B 5
2 Q to B 3 ch	2 Anything
3 B mates	

895

1 P to Q R 4	1 B takes P
2 Kt to K B 5	2 Kt to Q Kt 6
3 B to Q R 7	3 Aught
4 B or Kt mates	

896

1 Kt takes B	1 R takes Q
2 Kt takes R ch	2 P takes Kt
3 P to Kt 5 ch	3 Kt takes P
4 Kt mates	

There are many variations but none to delay the mate.

897

1 R to Q 4	1 Aught
2 Mates	

898

1 B to K 6	1 Aught
2 Mates	

899

1 R to Kt 6	1 Aught
2 mates	

900

1 R to R 6	1 Kt takes R
2 B takes R ch	2 Q Mates

The variations are evident.

901

1 Q to Q R 8	1 R takes Kt
2 Q takes Kt ch	2 P covers
3 Q Mates	

902

1 Q to R 8	1 B takes Kt
2 B takes P ch	2 K takes B
3 Q Mates	

903

1 Q to Kt 3	1 K moves
2 Kt to Kt 3 ch	2 K moves
3 Mates	

904

1 Kt to Q 3 ch	1 P takes Kt
2 Q to K 8	2 B to Kt 5
3 Kt to Kt 5	3 Anything
4 Mates	

905

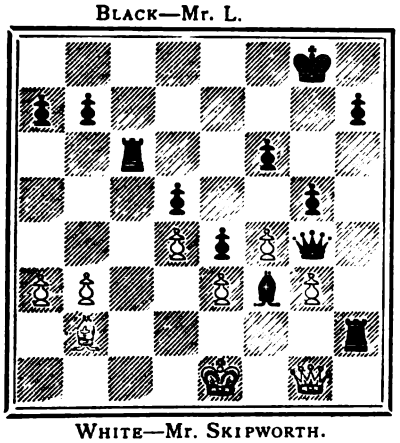
1 Q to K 7 ch	1 R to B 3
2 R to R 3 ch	2 P takes R
3 P to R 8 Q	3 B to R 2
4 R to B 6	4 P to Q 3 ch
5 K to K 4	5 P moves
6 B to K sq	6 P moves
7 B to Kt 2	7 P Queens (best)
8 Kt to R 3 d. ch	8 Q tks. B mate

* "Chess Anecdotes," page 28.

END GAMES.

The following endings of games played by the late Herr Lowenthal, are selected from documents placed at our disposal by the executors of the deceased.

BLACK—Mr. L.



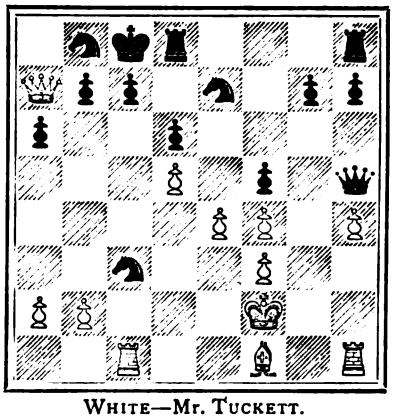
WHITE—Mr. SKIPWORTH.

Against the Rev. A. B. Skipworth, played at the Newcastle meeting in 1870. Black to make his 34th move, and win.

WHITE.	BLACK.
	34 B to Q 8
35 P to Q Kt 4	35 B to R 5
36 R to K 2	36 Q takes R ch
37 K takes Q	37 R to B 7 ch
38 K to K sq	38 R takes B

And wins.

BLACK—Mr. MORPHY.

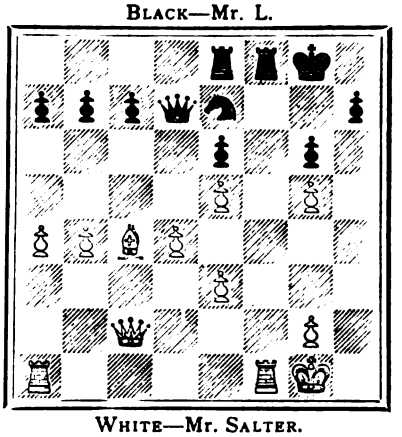


WHITE—Mr. TUCKETT.

Played in 1873, against the Rev. W. Wayte. White to make his 19th move and win.

WHITE.	BLACK.
19 Kt to Q R 4,	19 Kt from K 2 to Q B 3. [There is no better resource.]
20 P takes Kt	20 P takes P
21 Kt to Kt 6 ch	21 P takes Kt
22 R takes P ch	22 Kt takes R
23 B takes Q R P mate	

BLACK—Mr. L.



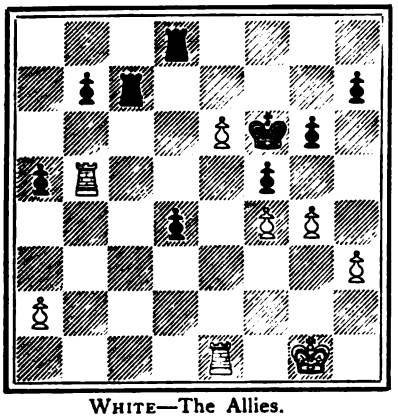
WHITE—Mr. SALTER.

Against Mr. Salter, at the odds of the Pawn and two moves. Black to play his 20th move, and win.

WHITE.	BLACK.
	20 Kt to B 4
21 Q to Kt 3	21 P to Q B 3
22 P to K Kt 4	22 Kt takes Q P
23 R takes R ch	23 R takes R
24 P takes Kt	24 Q takes P ch

And wins.

BLACK—Mr. L.



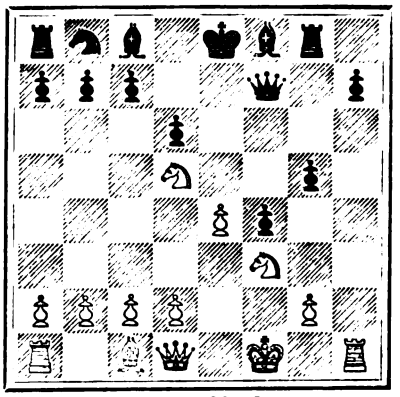
WHITE—The Allies.

Played at Glasgow (1853), against Messrs. Thompson and Mitchell, in consultation. Black plays his 30th move, and wins.

WHITE.	BLACK.
	30 P to Q 6
31 K to B 2	31 P to Q 7
32 R to Q sq	32 K takes P
33 R takes Q R P	33 Q to Q 4
34 R takes R	34 K takes R
35 R takes P ch	35 K to K 5
36 R to Q Kt 2	36 K takes P
37 P to Q R 4	37 P takes Kt P
38 R to Kt 4 ch	38 K to Kt 4
39 R takes P ch	39 K to B 4
40 K to Kt 3	40 R to B 6 ch
41 K to R 4	41 P to R 3

And wins.

BLACK—Mr. SULLIVAN.

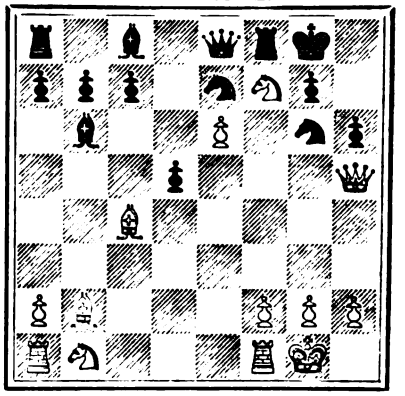


WHITE—Mr. L.

Against Mr. Sullivan. Played in 1862. White to play his 11th move and win.

WHITE.	BLACK.
11 R takes P	11 R to Kt 2
12 K Kt takes Kt P	12 R takes R
13 Kt takes R	13 P to Q B 3
14 Q Kt to B 6 ch	14 K to K 2
15 Q to R 5	15 B to Kt 2
16 P to K 5	16 Q takes Q
17 P takes Q P ch	17 K to B 2
18 Kt takes Q	18 B to K 4
19 P to Q 4	19 B takes Q P
20 B takes K B P and wins.	

BLACK—Mr. L.



WHITE—Mr. MORPHY.

Against Mr. Morphy, the latter gentleman to play his 17th move.

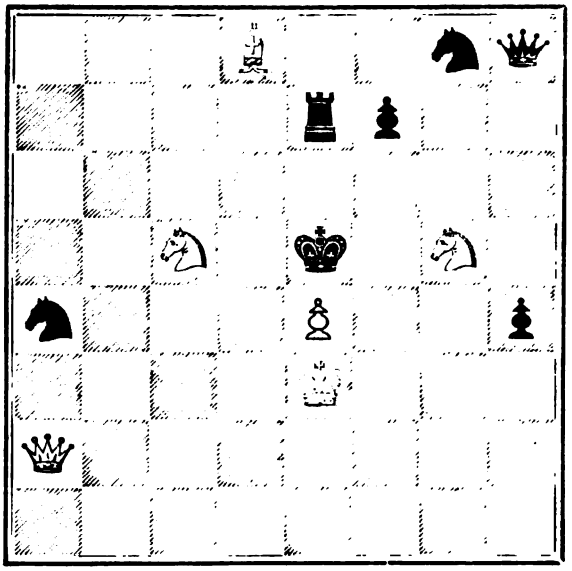
WHITE.	BLACK.
17 B takes K Kt P	17 R takes Kt
18 P takes R ch	18 Q takes P
19 B to Q Kt 2	19 P takes K B
20 Kt to Q 2	20 B to K B 4
21 Q R to K sq	21 R to Q sq
22 Kt to K B 3	22 B to Q 6
23 Q takes R P	23 Q to R 2
24 Q to K Kt 5	24 R to Q 4
25 R takes Kt	25 R takes Q
26 R takes Q	26 R takes Kt P ch
27 K takes R	27 B takes R ch
28 K takes B	28 K takes R
29 Kt to Q 2	

And the game was ultimately drawn.

PROBLEMS.

PROBLEM No. 906.—By BEN S. WASH.

BLACK.

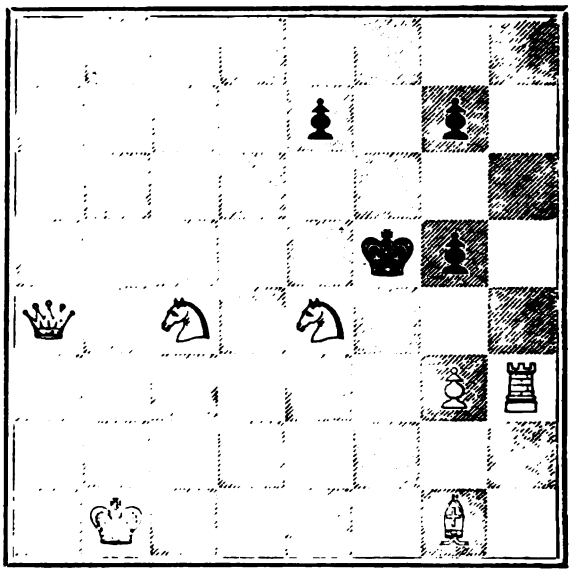


WHITE.

White to play and mate in two moves.

PROBLEM No. 907.—By F. W. LORD.

BLACK.

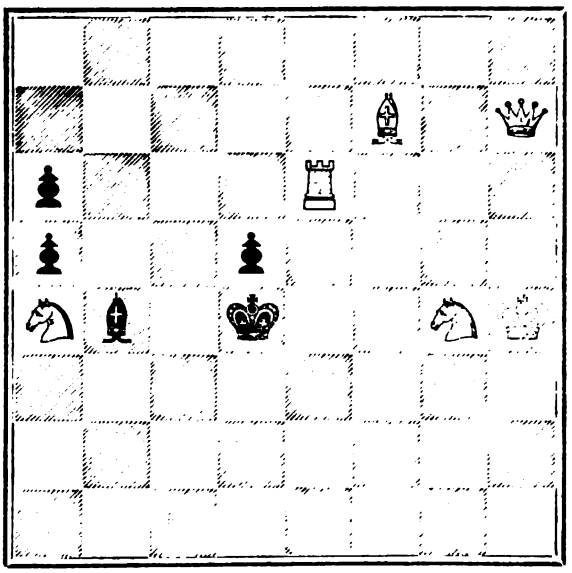


WHITE.

White to play and mate in three moves.

PROBLEM No. 908.—By E. N. FRANKENSTEIN.

BLACK.

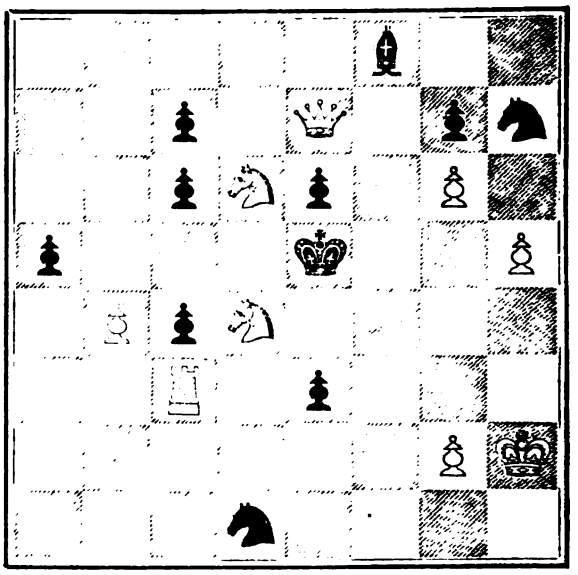


WHITE.

White to play and mate in three moves.

PROBLEM No. 909.—By VICTOR GORGIAS.

BLACK.



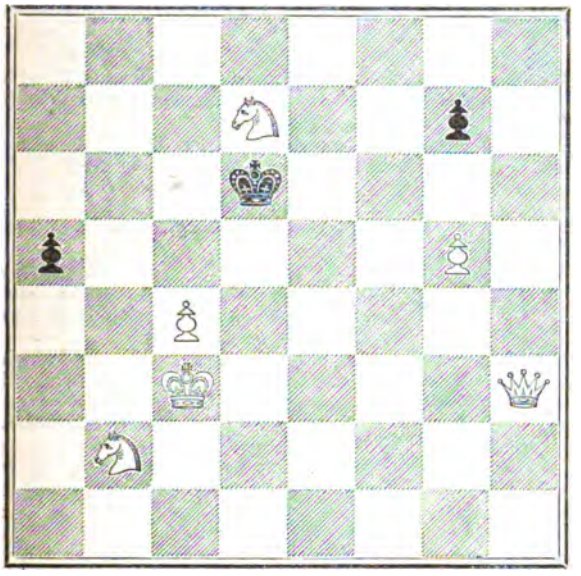
WHITE.

White to play and mate in three moves.

PROBLEMS.

PROBLEM 910.—By Sergt.-Major McARTHUR.

BLACK.

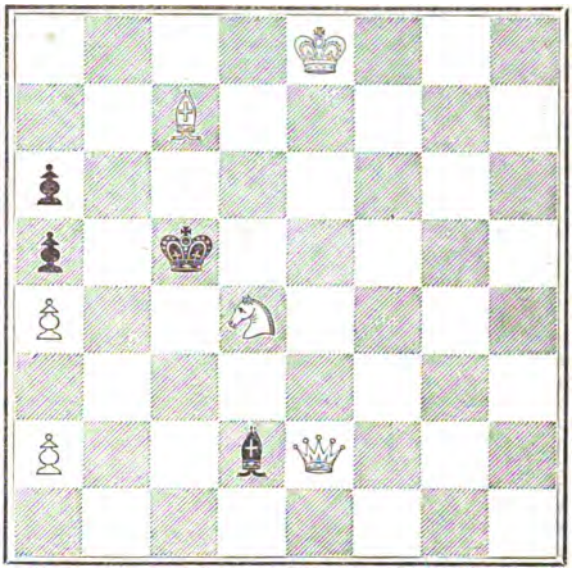


WHITE.

White to play and mate in three moves.

PROBLEM 911.—By D. W. CLARK, of Siberia.

BLACK.

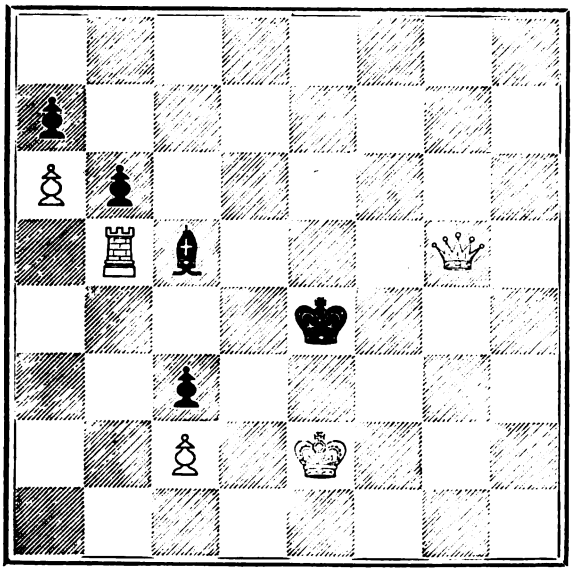


WHITE.

White to play and mate in three moves.

PROBLEM 912.—By W. T. PIERCE.

BLACK.

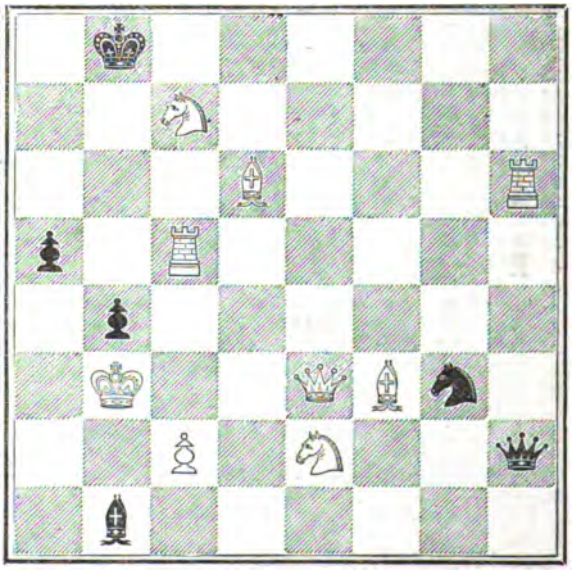


WHITE.

White to play and mate in five moves.

PROBLEM No. 913.—By JOSEPH N. BABSON.

BLACK.



WHITE.

White to play and self-mate in eight moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 235.

Evans Gambit.

Played at the St. George's Chess Club, January, 1877, in a match.

White. Mr. MINCHIN.	Black. Mr. LINDSAY.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to B 4
6 P to Q 4	6 P takes P
7 Castles	7 P to Q 3
8 P takes P	8 B to Kt 3
9 P to Q 5	9 Q Kt to K 2
10 B to Kt 2 (a)	10 P to K B 3 (b)
11 Kt to B 3	11 Kt to R 3
12 Kt to K 2 (c)	12 Kt to Kt 5
13 K Kt to Q 4	13 Kt to K 4
14 B to Kt 3	14 P to Q B 4 (d)
15 B to R 4 ch	15 K to B 2
16 Kt to K 6	16 B takes Kt
17 P takes B ch	17 K takes P
18 Kt to B 4 ch	18 K to B 2
19 B takes Kt (e)	19 B P takes B
20 Q to Kt 3 ch (f)	20 P to Q 4
21 Kt takes P	21 Kt takes Kt
22 Q R to Q sq	22 P to B 5 (g)
23 Q takes P	23 B to Q 5
24 P takes Kt	24 Q to Q 3
25 K to R sq	25 K R to Q B sq
26 Q to Q 3	26 K to Kt sq
27 P to B 4	27 P to K Kt 3 (h)
28 P takes P (i)	28 B takes P
29 Q R to K sq	29 R to B 6 (k)
30 Q to K 4	30 R to K B sq
31 R takes R ch	31 K takes R
32 P to Kt 3	32 B to B 3
33 B to Kt 3	33 P to Kt 3
34 Q to K Kt 4 (l)	34 K to Kt 2
35 R to K 6	35 Q to B 4
36 R to Q B 6 (m)	36 R to B 8 ch
37 K to B 2	37 Q to Kt 8 ch
38 K to B 3	38 R to B 8 ch
39 K to K 2	39 R to K 8 ch (n)
40 K to Q 3	40 R to K 6 ch
41 K to B 4	41 Q to K B 8 ch
42 K to Kt 4	42 Q to K 8 ch
43 K to R 3 (o)	43 Q to R 4 ch
44 Q to R 4	44 Q takes P
45 R takes B (p)	45 Q to B 4 ch
46 Q to Kt 4	46 Q takes Q ch
47 K takes Q	47 K takes R
48 K to Kt 5	48 P to K Kt 4
49 K to R 6	49 R to K 2
50 B to Q 5	50 R to K 4

Resigns

(a) 10 P to K 5 is the strongest continuation.

(b) 10 Kt to K B 3 is considered best

(c) I prefer 12 Kt to Q 4.

(d) A premature advance; Black should Castle.

(e) White fails to make the most of the attack. He could gain the day, I think, by 19 B to Kt 3 ch, *e.g.*:

19 B to Kt 3 ch	19 K to K sq (or A and B)
20 Kt to K 6	20 Q to Q 2
21 Kt takes P ch	21 K to Q sq

[21 K to B sq, 22 Kt to K 6 ch, 22 K to K sq, 23 Q to R 5 ch, 23 Q Kt to Kt 3, 24 B to Q 5, 24 K to K 2, 25 P to B 4, 25 Kt to B 2 (25 Kt to Q 6, 26 B takes P ch, 26 K takes B, 27 Q to Kt 5 ch), 26 Q to B 5.

22 B to K 6	22 Q to B 3
23 K to R sq	23 K to B 2
24 P to B 4	24 Kt to Q 2
25 Q to Q 3	

and Black's game is hopelessly cramped.

A.

	19 P to Q 4
20 B takes Kt	20 P takes B
21 Kt takes P	21 Kt takes Kt
22 B takes Kt ch	22 K to K 2

If 22 K to B sq, 23 P to B 4; if 22 K to K sq, 23 Q to R 5 ch.

23 Q to Kt 4	23 Q to K B sq

There is nothing better.

24 Q to K 6 ch	24 K to Q sq
25 B takes P	

B.

	19 P to B 5
20 B takes Kt	20 P takes K B (or X and Z)
21 Q takes P ch	21 P to Q 4

[21 K to K sq, 22 Kt to K 6, 22 Q to Q 2, 23 Kt takes P ch, 23 K to Q sq, 24 B takes P.]

22 Kt takes P	22 Kt takes Kt
23 Q R to Q sq	23 P takes B
24 R takes Kt	24 Q to R 5
25 R takes P dis ch	25 K to B sq

[25 K to Kt 3, 26 Q to K 6 ch, 26 Q to B 3, 27 Q to Kt 4 ch, 27 K to B 2, 28 R to B 5.]

26 R to B 5 ch	26 K to K 2
27 Q to B 7 ch	27 K to Q sq
28 R to Q B sq	

X.

	20 K B P takes B
21 B takes P ch	21 K to K sq

If 21 P to Q 4, then 22 Kt takes P, with the continuation like in A,

22 Kt to K 6	22 Q to Q 2
23 Kt takes P ch	23 K to Q sq
24 B to K 6	24 Q to B 2
25 B to R 3 etc.	

Z.

	20 Q P takes B
21 B takes P ch	21 K to K sq
22 Q to R 4 ch	22 Kt to B 3

[22 Q to Q 2, 23 B to B 7 ch, 23 K to Q sq, 24 K R to Q sq, 24 B to Q 5, 25 Kt to K 6 ch.]

25 K to B sq, 26 Q R to B sq ch, 26 Kt to B 3, 27 Kt takes B, 27 P takes Kt, 28 B to Q 5, 28 K to B 2, 29 R takes P.

23 K R to Q sq	23 Q to K 2
24 Kt to K 6	24 R to Q B sq
25 Q R to B sq	

and Black has no means to extricate his game.

(f) White could obtain again a decisive advantage by:—

20 B to Kt 3 ch	20 K to K sq

If 20 P to Q 4, then 21 Kt takes P, with the continuation given in variation A of note (e).

21 Kt to K 6	21 Q to Q 2
22 Kt takes Kt P ch	22 K to Q sq
23 B to K 6	23 Q to B 3
24 P to B 4	24 K to B 2
25 P takes P	25 P takes P
26 R to B 7	

(g) A very good rejoinder, which saves Black from immediate disaster and enables him to bring his forces into action.

(h) An ill-advised advance, which improves considerably the chances of the opponent.

(i) 28 P to B 5 was the right rejoinder.

(k) Black could capture the Pawn, as White would win nought, after 29 B takes P, by 30 R to K 6, on account of the reply, 30 Q to Kt 6 [30 Q to B 2, 31 P to Q 6, 31 Q to B 5, 32 Q takes Q, 32 R takes Q, 33 B to Kt 3], 31 R to B 3, 31 R to B 8 ch, 32 B to Q sq, 32 Q to R 5, 33 R to R 3, 33 Q to Kt 5, 34 R to K sq, 34 B to Q 3.

(l) White should proceed with 34 Q to K 8 ch, leaving the opponent but the option to fight for a draw: 34 Q to K 8 ch, 34 K to Kt 2, 35 R to K 6, 35 Q to B 2 [35 Q to B 4, 36 Q to Q 7 ch, 36 K to R 3, 37 R takes B, 37 R to B 8 ch, 38 K to Kt 2, 38 Q to Kt 8 ch, 39 K to R 3], 36 R to B 6, 36 Q to K 4 [36 R to B 8 ch, 37 K to Kt 2] 37 Q takes Q &c.

(m) Performing happy despatch. 36 R to K sq would still save the game.

(n) The right continuation was 39 R to B 7 ch, 40 K to Q 3 (best), 40 Q to B 8 ch, 41 K moves, 41 Q to K 8 ch, 42 K moves, 42 R to Q 7 ch, 43 K moves, 43 Q to K B 8 ch, 44 K moves, 44 R to Q 5 ch. The continuation in the text should but draw the game.

(o) If 43 K to Kt 5, Black mates in two moves.

(p) Either a blunder, or a *coup* of despair. White could draw easily by

45 R to B 7 ch	45 K to R 3

[45 B to K 2 ch, 46 R takes B ch. 45 K to B sq, 46 R to B 8 ch. 45 K to Kt sq, 46 Q to K 8 ch.]

46 Q to B 4 ch	46 B to Kt 4

If 46 Q to Kt 4, then, of course, 47 Q takes Q ch, 47 B takes Q, 48 R takes Q R P, &c.]

47 Q to B 8 ch	47 K to R 4
48 R takes P ch	48 K to Kt 5
49 Q to Q B 8 ch	

White could play also 49 R to R 4 ch, 49 B takes R, 50 Q to B 4 ch, 50 K to R 6, 51 Q takes R.

	49 K to B 6
50 Q to Kt 7	

Game No. 236.

Evans Gambit.

Played at the St. George's Chess Club, January, 1877.

White. Prof. Wayte.	Black. Mr. Foster.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 P to B 4
6 Castles	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 P to Q 5	9 Kt to R 4
10 B to Kt 2	10 P to K B 3
11 B to Q 3	11 Kt to K 2
12 Kt to B 3	12 Kt to Kt 3 (a)
13 Kt to K 2	13 Kt to K 4 (b)
14 Kt takes Kt	14 B P takes Kt
15 K to R sq	15 Castles
16 P to B 4	16 Q to K sq (c)
17 Q to Q 2 (d)	17 P to B 3
18 B P takes P	18 Q P takes P
19 B to B 3	19 Q to Q sq
20 R takes R ch	20 K takes R
21 R to K B sq ch	21 K to Kt sq
22 B takes P	22 P takes P (e)
23 P takes P	23 B to Q 2
24 B tks R P ch (f)	24 K takes B
25 R to B 7	25 Q to K Kt sq
26 Q to Q 3 ch	26 K to R 3
27 R takes B	27 R to K B sq
28 Kt to K B 4	28 K to Kt 4
29 White mates in 2 moves	

(a) Black should proceed with 12 Castles, and if 13 Kt to K 2, then 13 P to Q B 4.

(b) If 14 Castles, White obtains a fine attack by 15 K Kt to Q 4, 15 P to Q B 4, 16 Kt to B 5, 16 B takes Kt, 17 P takes B, 17 Kt to K 4, 18 Kt to B 4, 18 R to B 2, 19 Kt to K 6, 19 Q to K 2, 20 R to Q B sq.

(c) Black has no satisfactory continuation. If 16 P takes P, White obtains an overwhelming attack by 17 Kt takes P, *e.g.*:—

	16 P takes P
17 Kt takes P	17 P to B 4 (or A)
18 Q to R 5	18 P to B 5 (best)
19 B to B 2	19 Q to K sq
20 Q to Kt 5	20 R to B 2
21 Kt to R 5	21 Q to B sq
[21 B to Q sq, 22 R takes R]	
22 R takes R	22 Q takes R
23 Kt to B 6 ch	23 K to R sq
24 Kt takes P	24 K takes Kt
[White threatened 25 Q to R 6]	
25 P to K 5 dis ch	25 K to Kt sq
26 P to K 6	26 Q to B sq
27 Q to Kt 6	

A

	17 Q to K sq
18 Q to K sq	18 P to B 4
19 B to B 3	19 Q to Q sq
20 Q to Kt 3	20 Q to K 2

[20 R to B 2, 21 Kt to K 6, 21 Q to K 2 (best), 22 R takes R, 22 Q takes R, 23 R to K B sq.]

21 Kt to R 5	21 B to Q 2

[21 R to B 2, 22 R takes R, 21 B to Q sq, 22 Kt takes P, 22 Q to R 5, 23 Kt to K 6 dis ch.]

22 Kt takes P	

(d) Well played. White prepares the attack against the adverse Knight, and brings in the same time his Rooks into co-operation.

(e) Certainly not good, as it opens the diagonal for the hostile K B, but Black's game was anyhow, past redemption.

(f) A pretty and decisive *coup*. White however, could force the game by other lines of play, *e.g.*:—

24 Q to B 4	24 Q to K 2

[24 Q to K sq, 25 Q to Kt 5, 25 P to K Kt 3, 26 Q to B 6, 27 Q to K B sq, 25 B takes P ch, 25 K to R sq, 26 Q takes Q ch, 26 R takes Q, 27 R takes R ch, 27 K takes B, 28 R to B 7.]

25 P to Q 6	25 Q to K 3
26 Q to K 4	26 P to K Kt 3
27 Kt to B 4	27 Q to K sq
28 Q to Q 5 ch	28 Q to B 2
29 Kt takes P	

GAME 237.

English Knight's Game.

Played at the St. George's Chess Club. December 11th 1876.

White. Dr. Ballard.	Black. Mr. Minchin.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to B 3	3 Kt to B 3
4 P to Q 4	4 K Kt takes P
5 P to Q 5	5 B to B 4
6 B to K 3 (a)	6 B takes B
7 P takes B	7 Kt to Kt sq.
8 Q to R 4	8 Kt to B 4
9 Q to K Kt 4	9 Castles
10 B to K 2 (b)	10 P to Q 3
11 Q to Kt 3	11 P to Q B 3 (c)
12 P takes P	12 Kt takes P
13 Q Kt to Q 2	13 P to K 5 (d)
14 Kt to Kt 5 (e)	14 P to Q 4
15 R to Q sq	15 Q to K 2
16 Castles	16 P to K R 3 (f)
17 Kt to R 3	17 B takes Kt
18 P takes B	18 Kt to K 4 (g)
19 R to B 5	19 K Kt to Q 2
20 Kt to Kt 3	20 Q to K 3
21 B to Kt 4	21 Kt takes B
22 P takes Kt	22 Kt to Kt 3
23 Kt to Q 4 (h)	23 Q to Q 2
24 P to Kt 5	24 K to R 2 (i)
25 Q R to K B sq	25 P to B 3 (k)
26 P to Kt 6 ch	26 K to Kt sq
2G R to R 5	27 Q R to B sq (b)
28 Kt to B 5	28 R to B 3
29 R takes P	29 P takes R
30 P to Kt 7	30 R to K sq
31 Q to Kt 6 and wins	

(a) Dr. Ballard's knowledge of openings is but conspicuous by its absence. The move in the text loses a pawn, whilst 6 P takes Kt gives White the superiority.

(b) White dare not play 10 Kt takes P on account of the continuation 10 P to Q 3, 11 Q to Q B 4, 11 P takes Kt, 12 Q takes Kt, 12 Q to R 5 ch, 13 P to K Kt 3, [13 K to Q 2, 13 Q to B 7 ch, 14 K to B sq, 14 Kt to Q 2] 13 Q to K 5, 14 R to Kt sq, 14 Kt to Q 2.

(c) Weakening his centre pawns to no purpose. 11 B to B 4, 12 Q Kt to Q 2, 12 Q Kt to Q 2, would procure Black a fine game.

(d) An injudicious advance. Again he should play 13 B to B 4.

(e) Well played, and much better than the obvious rejoinder 14 Kt to Q 4. White keeps open the Queen's file to direct the attack as soon as possible, against the weakest point in the adversary's game, his Q P.

(f) 16 Kt to K 4 was much better play. Black could then proceed by planting the K Kt at Q 6.

(g) Black omitted to make this move in the right time. He should play now P to B 4.

(h) White conducts the attack from this point to the end, in a very commendable and spirited style.

(i) If 24 P takes P, then 25 R takes P. 25 P to B 3, [25 P to B 4, 26 R to K B sq,] 26 R to R 5, with an overwhelming attack.

(k) White threatened 26 R takes P 26 R takes R, 27 P to Kt 6 ch, 27 K to R sq (best), 28 P takes R. 28 R to K B sq, 29 Q to Kt 6 and 30 Kt to K 6.

(l) 27 K R to K sq, seems to be the best, but even this rejoinder would not save the game, *e.g.*:

	27 K R to K sq
28 Kt to B 5	28 R to K 4 (best)
29 Q to R 4	29 Q R to K sq

If 29 K to B sq, then 30 Kt takes R P, 30 R takes R, 31 Q takes R [better than 31 R takes P ch, 31 K to K sq, 32 Q takes R, 32 P takes R, 33 P to Kt 7 dis ch, 33 K to K 2, etc.] 31 P takes Kt [31 K to K 2, 32 Kt to B 5 ch, 32 K to Q sq, 33 Q to R 7], 32 R takes P ch, 32 K to Kt sq (best), 33 R to B 7, 33 Q takes R, [33 Q to B sq, 34 Q takes P, 34 Q to Kt 5 ch. 35 K to B 2], 34 P takes Q ch, etc.

30 R takes P	30 P takes R
31 Kt takes P ch	31 K to Kt 2
32 R takes P	

The only move which proves victorious. If 32 Kt to B 5 ch, Black escapes by 32 R takes Kt, 33 R takes R, 33 K to Kt sq, 34 Q takes P, 34 R to Q B sq, and 35 Q to Kt 2. If 32 Kt to B 7, Black saves the day by 32 P to B 4.

	32 K R to K 2

If 32 Q R to K 2, White forces the game by the fine rejoinder, 33 R to K B 8, 33 K takes P (33 K takes R, 34 Q to B 6 ch and mates in three more moves), 34 R to B 6 ch, 34 K to Kt 2, 35 Kt to B 5 ch 35 K to Kt sq, 36 R to Kt 6 ch.

33 R to Q 6	33 Q to B 2

If 33 Q to B sq, then 34 Kt to B 5 ch, 34 K to Kt sq (best), 35 Q takes R. If 33 Q takes R, then 34 Kt to B 5 ch, 34 K takes P, 35 Kt takes Q, and White wins the exchange and the game.

34 Kt to B 5 ch	34 K to Kt sq
35 Q to B 6	35 R to Kt 2
36 R to K 6	36 R to Q sq

If 32 R takes R, or R to K B sq, White mates in three moves.

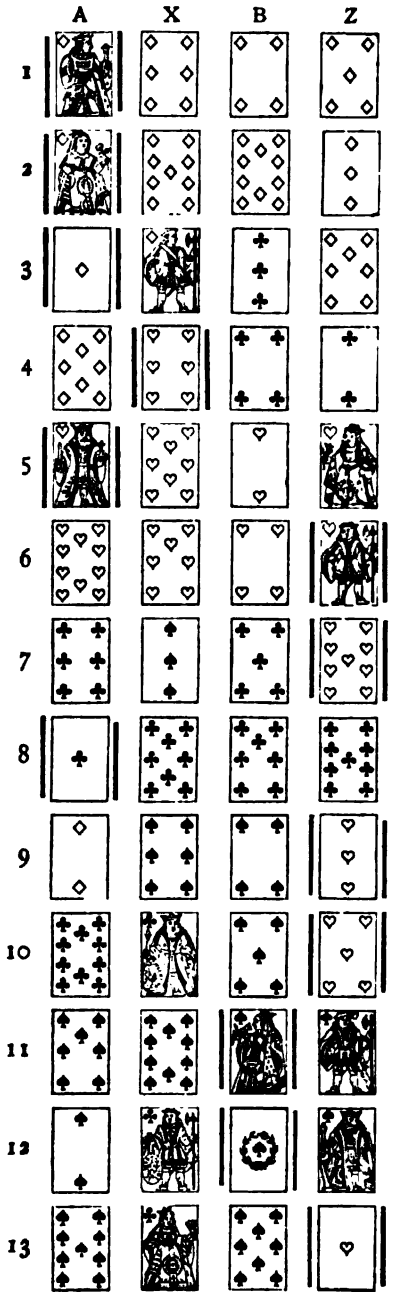
37 R to K 7	37 Q takes R
38 Kt takes Q ch	38 R takes Kt
39 Q takes R	39 R to Q 2
40 Q to B 6	40 R to Kt 2
41 P to K R 4	

WHIST.

HAND No. 155.

Curiously showing how innocence and simplicity occasionally prevail against strong cards and signals.

Hereford Club. Score—A and B 3; X and Z 4. Hearts trumps.



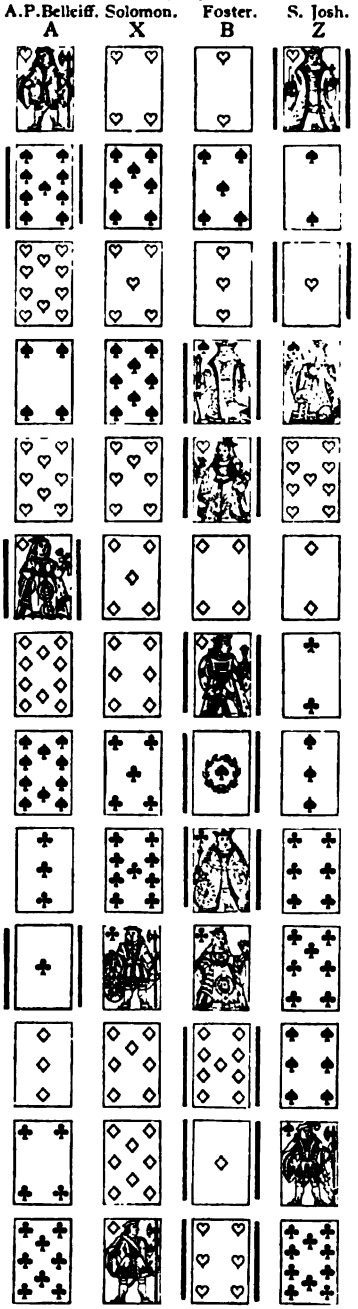
HAND No. 156.

Played at the Junior Portland Club.

Score—A B love; X Z 4. Z turns up H A.

A's Hand—H Kv, 10, 8; D Q, 10, 3; S 10, 9, 4; C A, 8, 4, 3.

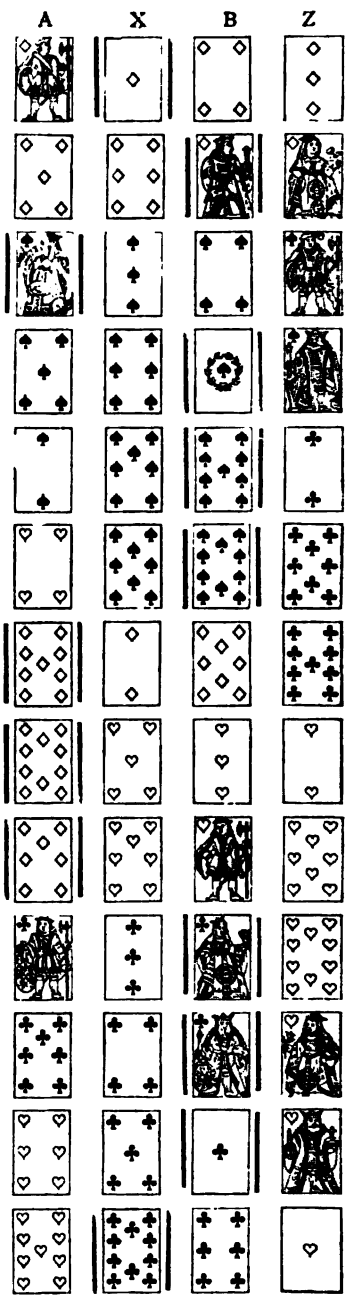
A.P.Belleiff. Solomon. Foster. S. Josh.



HAND No. 157.

The Haypy Despatch, by Beta.

Score—Love all. Spades trump.



HAND No. 155.

NOTES.—4. A deems it advisable at this point to enquire how his partner is off for trumps, and *finds out*. 5. The Qn is an assured finesse, but if Z had played the Ace and another trump he would have been in the same difficulty. 6. A

may a well have X's 7 of Trumps, knowing that Z will have to lead. 8. From the lead and discards A must play the Ace; if Z has another Club the game must be gone.

HAND No. 156.

NOTES.—6. B should lead the C Kg when all is plain-sailing. 10. A cannot win the game unless he takes the C Kg to lead the D.

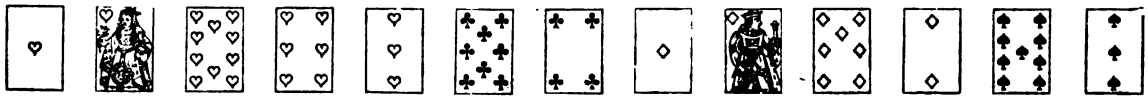
HAND No. 157.

NOTES.—In consequence of the courtesy of B, and his only playing for the game, we made two tricks; if he had allowed his partner to win the tenth trick, we should have lost six by cards. One swallow does not make a summer, but I imagine a very few such large ones as this would go a long way towards it.

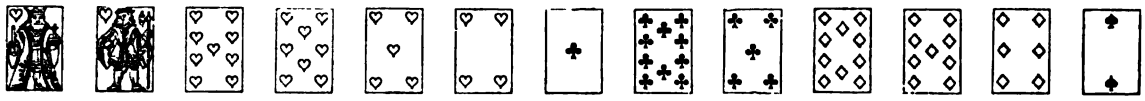
No. 130—DOUBLE DUMMY PROBLEM.

By Mr. F. H. LEWIS.

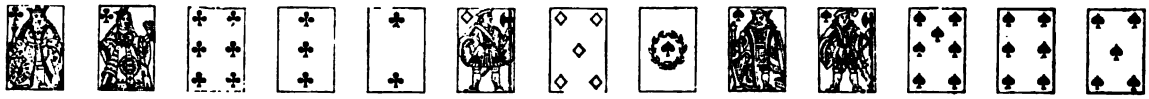
A's HAND.



X's HAND.



B's HAND.



Z's HAND.

This extraordidary position occurred in actual play. A to lead. Diamonds trump. What is the result?

SOLUTION OF DOUBLE DUMMY PROBLEM No. 129.

By Mr. F. H. Lewis.

1. A leads Spades 10, X puts Spades Knave, B Spade Queen; won by Z.
2. Z leads Hearts 10, X Heart Knave; won by X.
3. X leads Hearts Knave, Z discards Spade 5; won by X.
4. X leads Clubs 6; won by A.
5. A leads Spade 6; won by B.
6. B leads Diamonds Knave, Z passes; won by B.

(a) 7. B leads Clubs, Knave; won by A.
8. A leads Diamonds 6; won by Z.
9. Z leads Clubs, A trumps; won by A.
10. A leads Diamonds Ace; won by A.
11. A leads Spade; won by Z.
12. Z leads Diamond; won by Z.
13. Z leads Clubs; won by B.

And A and B make odd trick.

(a) If B continues the Trump, X and Z make odd trick thus:—

7. B leads Diamond 9; won by A.
8. A leads Clubs King; won by A.
9. A leads Spades, Z trumps with Diamond 8; won by Z, and Z throwing the trump into A's hand makes the tenace in Hearts. The same result would follow if Z headed the Knave, did not, A play out the Clubs Knave before returning the Trump.

We have received solutions from the following:—Anonymous (2), D. M. L., J. A. M. (Maryhill), J. D. (Melrose). No. 19 F. W. (Brighton), St. James', and No. 10, which, so far as the result is concerned, are correct; but this result is arrived at by making the adversaries play such a weak game that in the opinion of the judge no prize can be awarded. We have also received most elaborate analyses from five other players, some of them men of mark, but unfortunately these and all other solutions sent in are wrong.

PLAY AN ACE ON A KNAVE.

SIR,—In the February number of the PAPERS I said, that with an ordinary hand, containing no suit of commanding strength, it appeared to me better when second player, holding two other small cards of the suit led, not to play an Ace on a Knave. My reason for this conclusion has been attacked by "Beta," and the arguments for the ordinary play have been stated by him and Mr. Lewis with great ability. I will take Mr. Lewis first, and may remark, *en parenthèse*, that a mild inquiry, whether I am compelled, under all circumstances, at once to play an Ace on a Knave, and, if so, why, is scarcely fairly described as "an expectation to uproot the accepted system of Whist."

Mr. Lewis, premising the lead, must either be from strength or weakness—what that strength may be appears to have been a source of constant doubt to Mr. Clay—says in either case the lead should be stopped, though his reasons for that course if the lead is from strength are by no means convincing, in fact they have no force at all if the suit goes round, the probability of its doing so being the basis of everything I said.

If from weakness because (a) "the third player may have three to King, ten, and finesse, taking the chance of finding the Queen also with second player," he is perfectly welcome to that chance, but I should not imagine he ever saw it come off; the third player, next finesse, and the Queen fourth hand will make the first trick in the suit.

(b) "The third player may have Queen to three, and lose the Queen upon the return either by himself or partner, finding the ten with second or fourth player." Of course he may, but he may not, which is just as likely; it is a perfectly even chance who has it. The game is not Double Dummy.

(c) "The fourth player may have only one of the suit, or may have more, and may be able to discard advantageously;" among other contingencies he may hold the King single, if he have none he can ruff, the ability to discard with advantage will occur, though later, and the Ace will certainly make before the next deal. Now here fourth player has the lead, as he also has under (a) (b) and (c), and *en hypothesi*, the object of the second player is to give it to him, if he, as well as the second player is unable to devise any theory (which Mr. Lewis seems to consider probable), it appears to me the cards must be too bad to save the game by any system of play.

(d) "The fourth player may have the tenace, the power and advantage of which would be lost if he had to surrender his King." He may have thought it not very likely that he should have exactly the two cards required, if he have only one the position is the same as (b).

(e) "The fourth player may have four to the ten, which, after three rounds, would be a forcing card;" it certainly would, the thirteenth of a suit invariably is a forcing card, unless all the Trumps are out, but if they are not, it is rather an edged tool to play with, and by no means an unmixed advantage.

(f) "It may be the strong suit of the fourth player, and he is left in ignorance of the position of the Ace, the immediate knowledge of which might affect his entire scheme." This last fact, and it is a fact, too, I totally overlooked, and even now I do not see any better course I could have taken, for I am quite unable to make any reply to it, except that if he has entire command of the suit but the Ace, he can go on with it.

I now come back to Beta. He covers more ground than Mr. Lewis, for he not only backs up all his strong points, but in addition attacks the enemy's camp. As I think him likely to lead the young astray—he has already led me into a serious scrape—I will briefly go through his argument as far as I understand it. He argues that every trick stands bodily on its own merits, and is not influenced by the hand generally—that when a signal is declared it is of no consequence who has the lead, or, to quote him more closely, that it is a disadvantage to the non-Petering side to have it, he propounds a truism in which I cordially agree, and "ventures to assert that to run risks in order to enable anybody to develop a Peter is essentially an unsound style of play;" then he hurls an interjection at me, and calls me names because I think it a disadvantage to lead with a bad hand. Cavendish is in the same boat with me, and as Mr. Lewis not merely thinks so, but is of opinion that both partners may be of the same mind together, he and Beta must settle this between them; but his most awful suggestion—*horresco referens!*—is to get the Ace of the adversaries' suit out of the way at once, and then in entire ignorance what the lead may be, to play it back at him. Like many great discoveries, it is simple to a degree; an easier way out of a difficulty there could not be, but yet it appeared to me much more nearly akin to the Japanese game of Hari-kari than Whist. However, on the eighth of this month a favourable opportunity for giving this notable advice a trial occurred. I did so, and enclose the hand. I am aware I should not judge by results—in fact, I am not yet sufficiently recovered to form a judgment, but I have a hazy idea we might have done better. A friend of mine, a very sound player, who was backing me at the time, also thinks so. *Liberasi animam meam.* I still believe I have made out a strong case, but if public opinion is against me I bow to it—I cry *Peccavi!* Though unable to obey Clay unreservedly, I will in future follow Cavendish as closely as may be, and in having elicited the letters of Mr. Lewis and Beta—letters that are a distinct addition to the literature of Whist—I feel that I have not lived in vain.

PEMBRIDGE.

LAW 61. INCURRING THE PENALTIES OF A REVOKE.

To the Editor of the WESTMINSTER PAPERS.

SIR,—Mr. Mayne is so well-known an authority upon the construction of the Laws of Whist, that had I not a very strong opinion, in opposition to the one expressed by him in your last number, I should hesitate to publish a view different from his. The point arises under the 2nd branch of Law 61, which provides, "If a player who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if *when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.*

Mr. Mayne is of opinion that you cannot look beyond Law 72, which provides the penalty of a Revoke, but with all respect to him, this seems to me a very superficial way of deciding the question.

First, what is a Revoke? Law 71 says, it is, when a player *holding* one or more cards of the suit led, *plays* a card of a different suit. In this law either the word *Revoke*, or the word *plays*, is used in an inaccurate sense. If *plays* means the card which a player *first plays* to a trick, then according to law 74, *Revoke* cannot be used in its technical sense, and if revoke is intended to be understood in its technical sense, then the player could have no right to recover his play. But we know, by law 74, that the player has this right, and it is, therefore, quite clear that the word *Revoke* in law 71 means *renounce* (which is an inchoate revoke), and the law, properly construed, in conjunction with law 74, seems to me this, "when a player holding one or more cards of the suit led, plays a card of a different suit, he incurs the penalty of a revoke."

The penalty for a Revoke is provided by law 72, and would attach at once, did not law 74 enable a player to ask his partner whether he has not a card of the suit which he has *renounced*, enabling the error to be corrected. Laws 71, 72, 74, therefore, construed together, prove, in my judgment, that a player having incurred the penalty of a Revoke, may recover his play, unless he has brought himself, or been brought by his partner within law 73, when the penalty attaches.

Mr. Mayne's reasoning must bring him to this position, that where a suit by being led, is *constructively called* by the adversaries, a player may claim the protection of law 74, but that where circumstances give the adversaries the right of *actually calling* a suit, such protection is lost. I confess I do not see the distinction.

But a player also incurs the penalties of a Revoke under the 1st branch of law 61, where "having rendered himself liable to have the highest or lowest of a suit called, he fails to play as desired." Law 55 provides "that if the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand." This, and a similar right of call of highest or lowest under law 76, would be cases under the first branch of law 61.

Mr. Mayne must, therefore, equally contend that *play* under this branch of the law does not mean *final play*, and that the play is irrecoverable. Now, without discussing the hardship of such a position, which I admit has nothing to do with the construction of laws, see where such a contention would land us. A player, lawfully called upon to play the highest of a suit, drops two cards of the same suit face upwards. The adversaries may say, "We called upon you to play the highest, you have played two cards to the trick, either of which is callable; play your lowest, and you have incurred the penalties of a Revoke." Or if, when called upon to play the lowest of a suit, the player *detaches* a card, not the lowest of the suit, the adversaries may say, "We called upon you to play the lowest, but the card you have detached is now the one you have rendered yourself liable to play under law 60, and you have incurred the penalties of a Revoke. The answer, however, to these hypothetical cases, as also to Mr. Mayne's view of law 61, is contained in law 64: "In *no case* can a player be *compelled* to play a card, which would *oblige* him to revoke."

This law, as it seems to me, over-rides all the other laws, and means in *no case* can a player be *compelled* to place or leave on the table as his card *finally played* to a trick, a card which would oblige him to revoke, so that the penalty of a revoke would attach.

Mr. Mayne's reading of law 61 does not draw the distinction between *incurring* the penalty of a Revoke, which means *rendering yourself liable to it*, and *subjecting yourself* to the penalty of a revoke, which means that the penalty has attached. The word *subject* in this sense occurs in law 81: "Should the players on both sides *subject* themselves to the penalty of one or more revokes, neither can win the game," &c.

My reading of law 61 (which is antecedent to the laws dealing with established and recovered revokes) is, that a player, who under it has incurred the penalty of a Revoke, is in the same position as a player who by by renouncing a suit, has incurred the same penalty with equal responsibilities and equal rights.

I am, Sir,
Yours obediently,
FREDERIC H. LEWIS.

To the Editor of the WESTMINSTER PAPERS.

SIR,—When Mr. Mayne writes "Every Whist-player knows in what the penalty of a revoke consists," does he imply that there can be no revoke except an established revoke? Unless he does the remark does not advance his

argument; if he does he is distinctly contradicted by the definition given in Rule 71. This rule declares a revoke to take place "when the player, having in his hand one or more cards of the suit led, plays a card of a different suit." This rule fixes, in unequivocal terms, the time when the revoke is made, and renders it in no way (except as to amount of penalty) dependent on the question whether the error be subsequently rectified or not. A revoke may, therefore be either corrected or established, being as properly denominated a revoke in the one case as in the other. Consequently the "penalty of a revoke" may mean either the penalty of a corrected revoke (Rule 76) or of an established one (Rule 72). Since then, in equally strict accordance with the *letter* of the law, C. may be said to have incurred either of the penalties, why is is the severer to be awarded?

Every consideration, both of equity and of analogy with the rules laid down for the case of a revoke, obviously points to the lesser punishment.

Your Obedient Servant,

AN HABITUE FOR THE LAST THIRTY-FIVE YEARS OF THE PORTLAND CLUB AND, UNTIL QUITE RECENTLY, A MEMBER OF THE COMMITTEE.

To the Editor of the WESTMINSTER PAPERS.

SIR,—Last week I was looking on at a rubber at a club in London when the following occurred. The King of Diamonds was turned up. A, the original leader, a good sound player, led Ace of Clubs, then King of Clubs, and then the deuce of the same suit. His partner afterwards got in and led his own strongest suit—not trumps. When the hand was over, A said his partner ought to have taken his play of the Ace before the King to have been a call for trumps, as, by continuing with the deuce, he was careful to show that he did not lead in that way because he had no more of the suit. There was some discussion on the question, and the opinion of the majority was that A's partner ought to have taken it as an intimation to lead trumps, the argument being that A is a very good player, and would never have led Ace before King, having more of the suit, without some object, and that object must be to indicate that he wanted trumps led, but I must confess that I was not convinced. I have every confidence in A: I admit that he is a most careful and sound player, but the best may sometimes draw a wrong card, and I should have taken the deuce rather as intended to show me that the Ace was led before the King by mistake than that it was intended to show that he had asked for trumps. Can you ask for trumps in your lead? I do not believe that you can, under any circumstances, for I am one of those—old-fashioned people I suppose they would be called now—who hold that if you are strong enough to ask for trumps you must be strong enough to lead them, even though the King is turned up to your right.

Yours, &c., KONGE.

PIQUET LAWS.

PORTLAND CLUB, 1 STRATFORD PLACE, *March 6th*, 1877.

SIR,—I am directed by the Committee of the Portland Club to inform you that their attention has been drawn to an article in your paper of the 1st February, in which it is stated that "We believe the Committee who revised thePiquet laws are now heartily ashamed of their work." The Committee desire me to say that the laws are now in force at the Portland Club, as well as at most of the principal London Clubs, and they see no reason why the gentlemen who formed the Piquet Committee should be ashamed of them, nor are they aware of any justification of the statement.

Yours obediently,

WALTER RICHARDSON, *Secretary*.

We have received the above from the Portland Club, but we fail to understand its object. That the attention of the Committee has been drawn to a statement of ours is satisfactory. It would have been more to the purpose if we had been assured that the Committee's attention had been called to our criticism on the Piquet Law which appeared in our June and July Nos. for 1873, and our remarks on Cavendish's construction of the laws in our

September No. for the year 1875. It would have been still more to the purpose if the Committee had read those criticisms in the year 1873. It may be that they will read them now, and if having done so, they are satisfied with their own work; if any one, not every one of them, be satisfied with the laws, then we can only assume that they only look at their own bantling as a fond mother regards her child—as the perfection of beauty, notwithstanding it has not a sound limb in its body. The Laws issued by the Committee contain every defect that any code can contain—Sins of omission there are in abundance—Laws so involved and obscure that no one can understand them—Innovations which the Committee had no power to make—Traps that had been abolished are legalized, and penalties heretofore unknown are introduced. We gave these at length in the year 1873, and from that day to this the Committee have failed to rectify the blunders then made. It is at all times an ungracious task to criticize the production of a voluntary body who undertake a duty for the common good, but the mischief of accepting a code without criticism was unfortunately demonstrated in our Whist code—a code we admit in many respects as imperfect as the Piquet code. Regard for the good intentions of the Committee; a kindly feeling for the members individually, and a sincere respect for their individual judgment, cannot blind us to the fact that their joint work is a melancholy and miserable performance. Committees and boards have never been famed for their wisdom, although those Committees may have consisted of the most able men and the best authorities on the subject before them. It is the same with the law code, that we all want and cannot get, unless Parliament will entrust the work to the most competent men and take the code as a whole. If Parliament in Committee choose to alter the code then no code can ever be passed. The effect of a word put in here or struck out there cannot be seen at a glance—even by the most accomplished draughtsman. If the Committee had intrusted the code to their Secretary, with instructions to present to them the Laws of Piquet as they then existed, and if they discussed the points in difference and gave judgment thereon—if they then sent the draft back for revision and published their draft, we might have obtained a code worthy of the name; but until committees will do this it will be much better to leave the preparation of a code to some competent authority willing to bring out a code on his own responsibility. It has been found the only safeguard in Problem Tournaments to give the problems to the public for examination before the award. We suppose the Committee sometimes go outside the sacred precincts of Stratford Place. At Paris, Vienna, and Nice, the game of Piquet is not unknown. Did they ever find any two players not members of their own club engage in a contest on the principles of the Portland game? Before that code, Hoyle's Laws were the basis of all the Laws on the Continent. Now the Portland Laws are the Laws of a small clique of amiable men and good players, but still a small clique, and not the players of England, to say nothing of the players of the world. If a player knowing the Portland code accurately, and was inclined to take advantage of the code and play strictly according to law, we venture to think that such an one would be scouted from society. Our criticism on the laws was written after consultation with some of the best players, and with one of the most brilliant intellects of our time, and the opinion was unanimous that the code was so inherently bad and unworkable that it could not be accepted. The opinion has since been confirmed by every player who has attempted to master the laws, and if the members of the committee are still satisfied with their work we venture to think they retain their opinion not from reading their own code, not from an analysis of its contents, but from their own practice and experience of what is or what ought to be the law. Granted experience, high mindedness, and the kindly feeling that a man should possess who plays a game, there is or should be no occasion for resort to law. The laws are to prevent the quarrelsome obtaining an undue advantage by their irregularities, and to obtain this end the law should be so written that he who runs may read. It is true the laws have been adopted by some of the principal clubs (as we think) without due consideration; but if the committee would do us the favour to notice the fact, they will find the bulk of the players agree to play either the French game or rubicon games, and thus evade their own club laws. These games the committee never mention. If the committee will read the article that appeared from their own secretary in the columns of the *Field* on their code, and will read the description of the game that appears with their own laws, they will see that an attempt has been made by their able advocate to render less obscure the committee's intentions. But the meaning of the committee might surely have been expressed in eighty-two laws without explanation, and in construing laws we cannot find out the intention unless that intention is expressed. We do not doubt that the committee at this moment believe that they have made clear points that are not even mentioned. They must learn that one's intentions may be good, and yet those intentions may be imperfectly expressed. We cannot, in writing laws, go back to the intentions of the committee or the individual members thereof, and it is an axiom that the maker of a deed is often the worst judge of its interpretation.

DRAMATIC NOTES.

WRITING in Passion week, we are conscious of a certain inconvenience at its occurrence at the end of the month, for whilst many theatres are closed, and a partial stagnation exists at the moment, a quantity of revivals, and one or two new plays are announced for the time about which these notes will be in the hands of the reader. Seldom phas Easter been so extensively observed as it is to be this year at the theatres, and it is noticeable that in many theatrical quarters Easter begins on the last day in Holy Week, thus reflecting the opinions of that portion of the ublic whose religious feelings for the season are exhausted by Good Friday. On the other hand, if Easter is abounding in liveliness, the novelties of the month just closing have been few, and on the whole, unimportant. Standing, then, between a remote and insignificant past, and a near and pregnant future, we find ourselves somewhat in the position of the needy knife-grinder who had no story to tell. Briefly glancing at the future, we observe with little surprise, but some disappointment, that theatrical business is still to be carried on mainly by the aid of revivals, so that shortly it is possible that no new play can be seen in London except *Our Boys*. The revivals for Easter include *London Assurance* at the Prince of Wales'; *Foul Play*, under a new name, at the Olympic, *True to the Core* at the Adelphi, *Tom and Jerry* at the Surrey, *My Awful Dad* at the Opera Comique, and *Rip Van Winkle* at the Princesses, *The Two Mothers* at the Holborn, *The Pink Dominos* at the Criterion, and a burlesque at the Folly, are semi-novelties in the sense of being adaptations from the French new to London. The one new, and it is to be hoped original, play promised us is *Fame*, by Mr. Rae, at the Haymarket. We have read somewhere that the author is to be congratulated on having his play brought out at this theatre, but when we reflect upon the curiously chaotic principles of management which appear to reign at the Haymarket, and the not over-strong cast advertised, we see small cause for congratulation. The Haymarket must be held for the present to have abdicated its position as leading comedy theatre, and the place is held in commission by the Prince of Wales' and the Court.

If then, out of a list of ten theatres there is only one at which a new play by an English author is to be produced at Easter, we turn in vain to the events of March for compensation. There have been revivals of *Great Expectations* at the Aquarium, *The Wife's Secret* at the Olympic, and *Cora*, already produced in the country, if new to London, at the Globe. *Cora* and *The Wife's Secret* are not unimportant, as we shall presently attempt to show, in reference to the performance of Mrs. Vezin and Miss Pateman, but they are not new. We have then to fall back on *Haska* at Drury Lane as the one new English play for the month, and as a dismal *rechauffée* of stale and worthless materials it would be hard to surpass *Haska*. It may be urged against us that as we complain of such an exceeding dearth of new plays we ought to be thankful for what we can get. But it does not follow that, when we are anxiously looking for flowers to bloom in the at present empty garden of dramatic literature, we should hail with rapture any sickly and deformed specimen that may crop up. *Haska* may be looked at from various views but from no favourable one. Regarded as a melodrama it is beaten in interest and intelligibillity, and we may add in its performance, by any of the plays which appear for a week's run at the east-end theatres. Regarded as a blank verse drama of the higher order, it falls immeasurably short of the requirements of a national theatre, though it may be fitted to the capacities of Mr. Chatterton's company. But after all it is less like drama of any kind than the old musical "burletta" drawn out into three acts after the style of Criterion farce, with the music omitted and ballet introduced to utilise the performers lately seen in Mr. Chatterton's pantomime. In *Haska*, as in burletta, we have the village lovers on their wedding-day, with a tedious mother to amuse the audience whilst the pair are in church; the licentious baron who makes love to the bride, and the virtuous baron who checkmates his brother peer and points the moral. All these things have been accustomed to be treated musically and comically in intent as well as effect, but in *Haska* they are treated tragically and terpsichoreally in intent, if the effect is ludicrous. On the first night this procedure was tolerated for some time with good temper, but at last proved too much for the patience of the pit and gallery. They dissembled their wrath, however, and at the end of the play applauded and called for the author. He came forward smiling; was then saluted with a yell of execration; and retired in discomfiture. This is what the *Observer* critic calls being received "with enthusiasm." But after all the strangest thing about *Haska* is that Mr. Chatterton, a manager of

proved acuteness, should not only have accepted it but thought it worth his while to go to law about. When it is remembered that the season of the year—the middle of Lent—was bad for the production of new plays at any theatres, but especially at Drury Lane, that plays of the known style of *Haska* are not usually successful unless strongly cast, that Mr. Chatterton advertised no "drawing" performer, it is difficult to understand why the manager should have gone to the length of contesting a law suit on behalf of *Haska*, unless he was guaranteed from loss, or unless he saw that the publicity of the law courts was his only chance of getting an audience!

The production of *Cora*, an adaptation of Belot's *L'Article 47*, and the revival of Lovell's *The Wife's Secret* are interesting as affording opportunities for actresses of strong parts to make or keep up a reputation, opportunities which the majority of plays now produced do not afford. And this is by no means unfortunate, for as we have frequently pointed out the quality and quantity of our actresses do not increase in the same ratio as those of our actors. In the last few years the stage has benefited by the addition to its profession of many young men of education and refinement. It is obvious that, at all events for the present, ladies by birth and training are not fitted to go unharmed through the same drudgery, the same association with all sorts of people and circumstances, in short, to fight the same hard battle of life as are men; and in saying this we are not alluding to other objectionable trials which a lady might have to undergo in adopting the stage as a profession. But when every allowance is made both for hardships and temptations, some blame is due to the public taste for a want of appreciation of actresses of the higher sort, or how is it that Mrs. Vezin, unquestionably in our opinion the best actress we have of strong emotional parts, has been so seldom seen on the stage of late years? This lady is now acting the repulsive heroine of *Cora* at the Globe, and though the part is of an ungrateful sort, and the play reduced to rubbish, there is sufficient evidence to show of what great things Mrs. Vezin has been, and in a lesser degree, is capable. The adapters have sadly cut up the play, and by elevating the characters all round a peg in the moral scale, have spoilt the harmony of the plot, and caused the actions of the heroine, the hero, and the villain to be condemned by the destructive critical expression, "inadequacy of motive. We are now asked to believe that Cora, virtuous and innocent, travels across the Atlantic alone with her lover, and afterwards, because in jealousy he has shot at her, develops into the presiding deity of a gaming house. In an inverse proportion the villain of the prologue becomes a harmless and puling lover in the third act. In fact, this gentleman and the play resemble equally the month in which we are writing, in beginning like a lion and ending like a lamb, for the villain makes his final exit in a melancholy rhapsody of sentimental love, and the play ends with a goody-goody act of repentance, in which the remorseful heroine makes things all right for the survivors before she dies. This is great rubbish, not relieved by the dull padding of the dialogue, and the fact that it has kept the stage a month is enough to show that it is the actress and not the play that attracts, and Mrs. Vezin still possesses force, originality, and marvellous ease of expression, though these qualities are not so much called into play as in the characters of Rosalind, Viola, Constance, or, leaving Shakespeare, of Clotilde, in *Fernande*, in all of which Mrs. Vezin will be remembered by the general playgoer, if not by the *Times* critic. This gentleman, whose candid criticism we have not joined with others in depreciating, reviews *Cora* to the length of a column of the *Times*, and in two lines thus says all he has to say of Mrs. Vezin: "As Cora Mrs. Vezin displays a remarkable amount of physical energy, not devoid at times of higher qualities." If "physical energies" and "higher qualities" were to change places in this sentence, the criticism would be sound, but as it stands it is ill-natured nonsense.

The Wife's Secret, at the Olympic, is a far better play than *Cora*, though it possesses one fault—undue length—in common with the Globe play. The plot is not new, being, as has been pointed out, a modernised version of Othello, the scenes between the husband and his knavish steward being very strongly suggestive of those between Othello and Iago, and it may be said of the fourth act, where indeed the play should end, that with little alteration of treatment it would be pure comedy. The husband is very finely acted by Mr. Neville, who gains in refinement whilst losing some of his occasionally superfluous vigour. As the wife, whose concealment of her Royalist brother arouses the jealous suspicion of her husband, Miss Pateman confirms the good impression she made at this theatre as Lady Clancarty. In comparing Miss Pateman with Mrs. Vezin we do not for a moment assert that the former is, or can be, as good an actress as the latter, but she is, like Mrs. Vezin, an actress of strong parts. Mrs. Vezin is never stagey, never self-conscious: Miss Pateman is both. Her chief merit, that of clear delivery, is carried to excess, for her voice is far too loud for the Olympic. But she promises very well, and her acting in the last act of *The Wife's Secret*, where she fears for her brother's life, is powerful and natural. In short, the good points of Miss Pateman are more than a balance for her shortcomings, and if she will study to make her style less artificial and more sympathetic she will prove a valuable addition to the thin rank of strong dramatic actresses.

ANSWERS TO CORRESPONDENTS.

CHESS.

J. T. C. C. (Cambridge).—We are greatly obliged to you for your kind offices in respect of the University match.

G. S. (Konigsberg).—Thanks for the variations, of which we gladly avail ourselves.

E. R. (Hampstead).—1. Caissa is the name of the heroine of a poem on Chess, written by Sir W. Jones, the famous oriental scholar.

> O'er hills and valleys was her beauty famed,
> And fair Caissa was the damsel named.

2. If there was no specific agreement to play for money you were right to deny payment.

J. R. (Philadelphia).—Many thanks for your gossiping note. We shall be glad to hear further from you on local Chess topics.

H. B. (Bournemouth).—Thanks for the games; they shall appear in due course.

Problems received, and acknowledged, with thanks, from Meredith, McArthur, J. Pierce, W. T. Pierce, D. W. Clark, T. F. Pott, A. E. Studd, E. H. Frankenstein, V. Gorgias, Babson, and others.

PIQUET.

SAVAGE.—A, Elder hand, calls 4 Cards, B says good card, shewn, A says a tierce, B says good cards shewn; B then puts his hand on what he believes to be the stock, but does not look at it, and then says "oh, I have not taken in my cards." He now proposes to discard, can he do so?—*Ans.* Certainly not. He has seen his adversaries' cards, and acknowledged two score to be good, and he must suffer for his contumacy.

MAX.—If you leave a card without saying that you do so, and your adversary carelessly takes in all the cards left, there is no penalty under this particular circumstance. Ordinarily, if a player takes one of his adversary's cards, he loses the game. The matter is fully gone into at pp. 43 and 44 of Vol. 3.

EGREY.—If your adversaries have revoked, and they get the odd trick, it is best to take three of their tricks, and add them to your own, which gives you 4 instead of 3.

BRIGHTON CLUB.—The revoke is established by your partner playing again.

J. W. K.—The deal stands when the trump card is faced The contrary when any other card is faced.

P. M. S.—Honours must be audibly called, so that your adversary's attention is called to the subject.

FIRE.

In consequence of the fire that took place at Mr. Mossop's Office, 46, Cannon Street, on Sunday the 20th day of December, 1876, complete sets of the Westminster Papers are no longer to be obtained in the ordinary course of business. Subscribers desirous of completing their sets are requested to communicate with our printers, stating the numbers and volumes that they want, and every effort will be made to supply the deficient numbers. A list of the persons requiring numbers will be registered, and as the numbers can be obtained they will be sent in due order. Such numbers and volumes as are still in stock, will be forwarded as heretofore. Subscribers hving copies for disposal are requested to state the numbers they have, and the price.

NOTICE.—*In future these Papers will be Printed by the Civil Service Printing and Publishing Company Limited, and all Letters and Exchanges should be addressed to the Editor, 8 Salisbury Court, Fleet Street, London, E.C., and not to any person known or supposed to be connected with the Papers. Our Friends will much oblige by noting the address.*

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